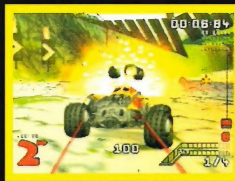


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21

ISSUE 21**£3.95****PAGE
38****TUROK 2
SEEDS OF EVIL****MAGAZINE**THIS MAGAZINE IS NOT ENDORSED, SPONSORED
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THE CENTURY?****ZELDA**

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THE GAMES



Goldeneye



Banjo-Kazooie



Forsaken



World Cup '98



Yoshi's Story



Diddy Kong Racing



Mario 64



Mario Kart 64

THE BOOKS



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page 88 to
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Best game ever. Fact.



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Sausages Come Awfully Rare Sometimes? Some Chickens Are Real Sodas? None of the above?



TUROK 2: SEEDS OF EVIL

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Slaughter monsters in high resolution! Make use of insane weapons! Run through miles of corridors! Er.



V-RALLY '99

54

Another PlayStation racing conversion crashes through the barriers onto the N64. Does it get a trophy?



WIPEOUT 64

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The N64 conversion of the PlayStation classic makes it over at last – high flyer or crash 'n' burner?



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56

Graffiti comes to life and starts chinning people. It's a rough life in Moss Side!



LET'S SMASH

50

Tennis on the N64? You cannot be serious! But we are, even if the game isn't!



NFL QUARTERBACK CLUB

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The '99 version, with graphics so good you can see every bead of sweat! Eeeurgh.



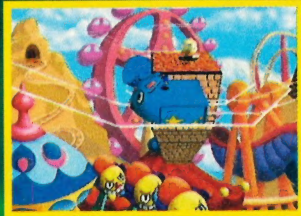
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Zero Hour has come, and Duke Nukem is the man to enforce the curfew!



26 Chameleon Twist 2

Tongue-twisting action in this lizardly sequel. We tell all!

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Platform action of the 'old skool', if you will, with the Japanese hero!



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Four-player bubble-bursting action – can't be bad!

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Delays, delays and more delays. What is this, a Virgin train?

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Hurry along to this page and save, as free newspapers say, ££££££££££££s!

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See what presents we have lurking inside our sack for next month!

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The guide comes to an end at last! No more insects – ever!

LIK UPDATE

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60

Now on PAL, and just as fast as ever!



BOMBERMAN HERO

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Not so much a hero as a zero! Bomb boredom.



HOLY MAGIC CENTURY

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Small child sent to save world. News at Eleven.



GASP!!

65

The only reason to 'gasp' at this is in horror!



1080° SNOWBOARDING

66

British gamers can finally catch some air!



EDITORIAL

So, *Turok 2: Seeds Of Evil* finally arrived for review. We could have reviewed it two issues ago – if we'd done it from a very incomplete preview version. But we decided to wait until we got the proper, sorted, all-shiny-bits-in-place build. It was worth it. The irony is that, because of the delays, *Turok 2* still won't be available until after our review comes out, so everything worked out anyway!

It's certainly been amusing looking at the number of things in other 'reviews' that have changed in the final version of the game. Where's *that* deathmatch arena, eh? Wow, *those* weapon selection graphics look really old! How could anyone not have shown *Frag Tag*, without a doubt the ultimate blokes' party game of all time? Bwah hah hah!

Ah well, enough self-indulgent gloating. The reason I'm harping on about this is to make the point that 64 MAGAZINE isn't going to trample integrity beneath its mighty feet just to grab an 'exclusive', a word which has been totally devalued in videogame journalism. These days, getting an 'exclusive' means that one magazine comes out a day before another. Ooh. Sometimes, 'exclusives' even appear after everyone else has already reviewed the game! To hell with that. If we get a game first, cool. If we don't, it'll be in the next issue anyway. Do you want *early* reviews, or *honest* reviews?

"So, o potentially hypocritical one," you say, "what about *Zelda 64*?" In a fit of quite amazing tightness, not only did Nintendo refuse to send out review copies of *Zelda 64* to British mags, but they wouldn't even deign to let their UK distributors, THE Games, handle them either. Instead, British journalists had to go to Nintendo of Europe's headquarters in Germany – at their own expense! – to play the game there.

Had it been any other company with any other game, we would have told them where to go, and what a great self-important editorial that would have been – "N64 mag tells Nintendo to shove it." But this was literally the only way to play the biggest Nintendo game *ever* before it goes on sale – not even the Japanese version was available for our deadline. So, two days of very intensive play it was.

Can you trust a review based on two days' play? Well, I know good games from bad (it's kind of a job requirement) and by being honest about the situation, hopefully I'm showing that you can. You can find out what I thought of *Zelda* on page 30, and *Turok 2* on page 38. See what you think!

Andy McDermott, Editor

64 the showcase

news
peripherals
advice • hot new
items of interest



T2: JUDGEMENT DAY

Turok 2 now December - and in short supply

The Monster sleeps...



▲ Some day, the monster's alarm clock will go off...



It can't be much fun being the guy who writes Acclaim's adverts, since its *Turok 2: Seeds Of Evil* ad (as seen above) turned out to be as accurate as Mystic Meg! *Turok 2* will now not be on the shelves until December – the earliest date will be December 4, but it could be as late as December 18.

The delay is partly because the game took longer than expected to finish, final code not arriving until November, and partly because Nintendo can't manufacture cartridges fast enough! The

Big N's plant in Japan can make about 150,000 cartridges a day – it sounds a lot, but with a couple of *million* copies of both *Zelda* and *Turok 2* being needed at the same time, the factory just can't churn them out that quick! As a result, there's a good chance that *Turok 2* will be in short supply before Christmas – if you see a copy on the shelves, grab it fast, as you might have to wait a while before you see another.

You can find out how 64 MAGAZINE rates *Turok 2: Seeds Of Evil* on page 38 of this issue.



Menace 2 Society

NINTENDO GRABS STAR WARS!

Nintendo has pulled off a major coup, snatching one of the world's biggest film licences from under Sony's nose. In a five year deal, the Big N has bagged the rights to the next *Star Wars* trilogy!

The deal gives Nintendo the rights to three games – two of them will be based on the first film in the new trilogy, *Star Wars: The Phantom Menace*. (May we just say at this point that we think the title sucks? George, sort it aaaht!) Since a trilogy has, by definition, three parts, one of the films looks like it's going to get the bum's rush.

The deal doesn't give Nintendo exclusive rights to *Star Wars* games – the new games will also appear on PC at the same time, and after an unspecified period they'll also show up on other consoles. But if you want to play them first, you know where to go – Nintendo!



"Ooh, Artoo, Nintendo's got us exclusively. Shut that door."
"Bloop preep biddle-a-twink."

SQUADRON GROUNDED

Rogue Squadron delayed



▲ *Star Wars: Rogue Squadron*: now you too can 'be' top second banana Wedge Antilles.

On a less-welcome *Star Wars* note, *Star Wars: Rogue Squadron* has had its UK release pushed back into the New Year. Nintendo felt that with so many other games coming out in time for Christmas, not least *Zelda 64* and *Turok 2*, there was a danger that *Rogue Squadron* might not get as much attention as it should have.

The good news is that *Rogue Squadron* will definitely be Expansion Pak compatible, and have hi-res graphics. Yay! A review will emerge from hyperspace soon.

Rare Grabs Gongs

A BRACE OF BAFTAS FOR BOND BOYS!

Champagne corks were a-popping at the BAFTA Interactive Entertainment Awards in October when the first videogame gongs – well, weird Roman faces with one eye gouged out – were dished out. Not only did Rare pick up the award for UK Developer of the Year, but the secretive Warwickshire company also took the coveted Games Award as well. It's official – *Goldeneye* is the best game of the year! Well, duh.

Congratulations to everyone at Rare. Considering what they've got coming up, next year's award is also probably in the bag!



▲ The Rare mantelpiece acquired itself a nice pair of bookends.

The Worm Don't Turn

EARTHWORM JIM BACK UNDERGROUND

Interplay's *Earthworm Jim 3D* has suffered more delays – the game, being developed by Scottish company Vis, is now unlikely to appear before February next year. The delay is the last thing Interplay needed, since the company just made a \$15 million loss.

Will Jim make a pig's ear of his N64 game?



ZELDA BROUGHT TO BOOK

Read the game, play the novel

Literary masterpiece ahoy, no doubt – there's a novel on the way based on Nintendo's epoch-busting new RPG *The Legend Of Zelda: The Ocarina Of Time*. Written by American journo Jason Rich, the book is apparently a mixture of epic fantasy story and strategy guide. The Booker Prize is as good as his!

Sadly, at the moment the book is only planned for sale in America, but copies may make it across the pond.



THE DESKS OF EVIL

Andy McDermott



"Tidy desk, tidy mind," reckons the management. Oh dear.

Roy Kimber



A staggering number of pictures of babes for a married man!

Ben Lawrence



Newest staff member = smallest desk and crappiest chair.

Nick Trent



A desk as tidy as his pages – apart from the drawer of Pot Noodles.

These people also have desks

Stuart Taylor
Ryan Butt

NEWS NUGGETS

OUT OF SPACE – *Space Invaders*? For the N64? Surely not! It's true – Activision will be bringing an updated version of the 1970s game to the N64, with the help of developers Z-Axis...

MASSIVE DARK – sources at Rare let slip that *Perfect Dark* is likely to be a 256Mbit cartridge, the same size as *Zelda* and *Turok 2*. This came as a surprise to Nintendo, who were apparently expecting it to be the same size as the 96Mbit *Goldeneye*...

MARIO FIGHTER – Nintendo is planning a beat-'em-up! On the way is a game called *Smash Brothers*, featuring popular Nintendo characters decking each other...

JET ODYSSEY – Paradigm's *Harrier 2000* (issue 16) has been renamed *Harrier 2001*. Hope that's not the release date...

08

TOP 10

Trust us – Nintendo's latest game will take over your life. You need to be careful, so watch out for the Top Ten...

SIGNS YOU'RE PLAYING TOO MUCH ZELDA

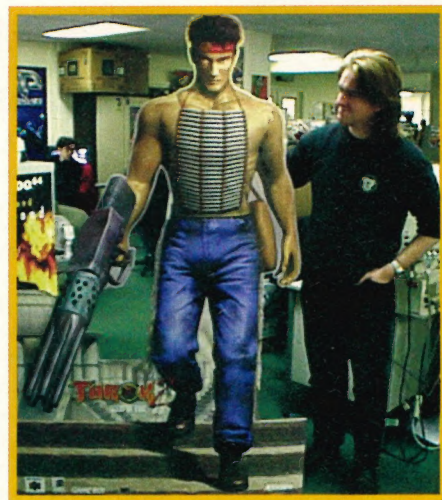
- 10: YOU HAVE AN URGE TO HACK DOWN BUSHES IN PEOPLE'S GARDENS
- 9: YOU RUN AROUND ASDA WITH A CHICKEN HELD ABOVE YOUR HEAD
- 8: YOU TRY TO 'LOCK ON' TO PASSERS-BY
- 7: YOU AUTOMATICALLY LEAP FROM KERBS
- 6: YOU DON'T MIND BEING CALLED 'FAIRY BOY'
- 5: YOU'RE AFRAID TO SLEEP IN CASE YOU WAKE UP SEVEN YEARS OLDER
- 4: YOU VANDALISE GRAVESTONES
- 3: YOU THINK SNOODS ARE STYLISH
- 2: YOU THINK LINK AND ZELDA WOULD BE GOOD NAMES FOR KIDS AND AT NUMBER ONE...
- 1: YOU THINK PEOPLE WITH GINGER HAIR ARE PURE EVIL

Win Turok?

TAKE HOME AN INDIAN!

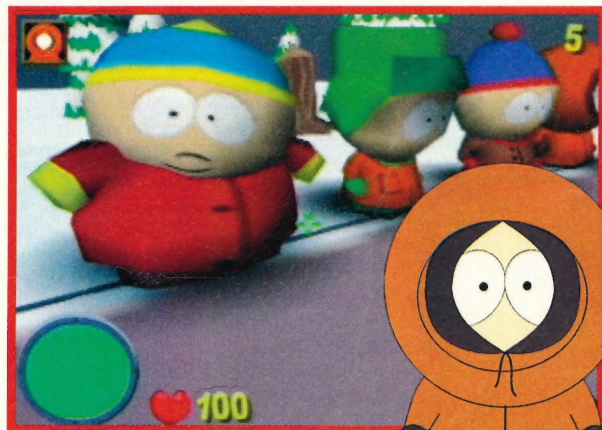
It's not every day that a parcel with a bloke inside it is delivered to the office! For whatever reason, Acclaim sent us a life-size cardboard cutout of Turok (a 'standee', in tradespeak). Rather than have him standing around the office for the *Play* posse to punch, kick and blast with BB guns, we decided it would make sense to give the gun-toting Indian a good home with one of you!

To win the six-foot tall Turok standee and have the man himself standing watch over your collection of N64 games, just answer this question: who is Turok's ultimate enemy in *Turok 2*? Send the answer to *The Indian In The Cardboard Box* compo at the usual address before 5 January. We'll even chuck in a bunch of *Turok 2* posters as well!



THEY DELAYED KENNY!

South Park game put back to early '99



▲ "You will respect mah authoritah!" Play as Cartman, Kyle, Stan or Kenny (RIP).

Acclaim's *South Park* game, originally planned to liven up many a Christmas morning, has now been put back until early 1999. The delays to *Turok 2: Seeds Of Evil* have prompted Acclaim to push the cartoon conversion back by a month or two so that it isn't competing against its 'parent'. Fortunately, *Turok 2*'s deathmatch game is fantastic, so *South Park* – which uses the same game engine – ought to be every bit as good!

Further good news concerns *South Park*'s speech. Fully half the cartridge is dedicated to *South Park* soundbites, and it seems that all the fruity language for which the show is famed will be featured in the game as well! Rude words in a Nintendo game – is that the sound of the Seventh Seal breaking?

Yet more good news is that the game will support the Expansion Pak and run in hi-res. You'll be able to see every Cheesy Poof on Cartman's chin!

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NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD

ISBN: 1-873650-47-7 • £14.95
A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card worth £7.95!



ZELDA 64 SOLUTION MAGAZINE

ISSN: 1463-7243 • £3.95
A complete 100 page tips magazine devoted to taking players through every inch of Nintendo's massive new classic game *The Legend Of Zelda: The Ocarina Of Time*. The guide details everything you need to do to save the magical kingdom of Hyrule from the evil Ganondorf, rescue Princess Zelda and become the one true Hero of Time!



TGN GUIDE TO GAME BOY COLOR

ISSN: 1464-5904 • £1.95
A whole magazine dedicated to the recently launched hand-held, *THE TOTAL GAMES GUIDE TO GAME BOY COLOR* is 52 pages of reviews, previews and tips for the latest Game Boy games. Plus there's features on why you should get a Game Boy Color and a complete A-Z of GB cheats and codes. If you're thinking about getting a Game Boy Color – get this..

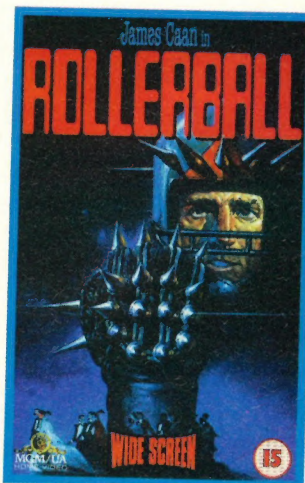


Let's Roll!

SCUFFLES ON SKATES

Sportsmen can't normally get away with punching opponents in the back of the head with a spiked glove or running them down with a motorbike, not even at Elland Road. This sort of behaviour is actually expected in the upcoming game from MGM Interactive – the sport is rollerball!

For those who don't remember the Seventies film of the same name, rollerball is a futuristic cross between hockey, speedway and American football. On rollerskates. With extreme violence. Sounds like a laugh! *Rollerball* is due out late next year.



Where we test N64 add-ons to destruction!

GIZMOS & GADGETS

Buck Bumble Shock Pack

UBISOFT/GUILLEMOT • (0181) 944 9000 • £9.99

To give your gaming experience more of a sting when you're busy massacring insects in insectular shoot-'em-up *Buck Bumble*, Ubisoft have teamed with Guillemot Ltd to bring you the Buck Bumble Shock Pack. This garish yellow N64 peripheral lets you feel every laser blast and explosion as you battle to save the insectiverse from the Evil Herd, and at a fiver less than the official Rumble Pak, it's pretty good value. Buzz on down to your local N64 stockist and pick one up!

Even better value is if you buy a copy of *Buck Bumble* – the banana yellow Shock Pack should come with it absolutely free!

64 MAGAZINE RATING:



Beanies

EXCITEMENT DIRECT • (01993) 844885 • £9.99

If you read the news a few issues back you'd have seen there's now a range of cute 'n' cuddly Nintendo characters available which includes favourites such as Mario, Luigi, Donkey and Diddy Kong. Well Banjo-Kazooie fans rejoice, because Banjo, Kazooie and Mumbo Jumbo have all just joined the 'soft' Nintendo family!

In addition all the classic characters are now also available in 'beanie' keyring form, so you need never be without your Yoshi, Diddy Kong or Mario, wherever you go!



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CHARTS

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Chart Comment

Once again, Nintendo's own games dominate the N64 charts, though long-time leader *Goldeneye* plunges this month – are 007's days numbered? It's also good to see the quirky adventure *Silicon Valley* right behind the trio of Nintendo titles.

Next month's charts should be fairly easy to predict, since both *The Legend Of Zelda: The Ocarina Of Time* and *Turok 2: Seeds Of Evil* will be on sale. But what else will top the charts with them?

Chart Compo

This issue's winner is, er, a man (or woman) who didn't give their name from Newtownards, N Ireland! Our mystery winner still gets a £50 voucher to spend as he/she pleases at GAME. If you want to win next month, send your top three predictions to us by 8 December!

THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	–	F-Zero X	Nintendo	90%
2	2	F-1 World Grand Prix	Nintendo	94%
3	1	1080° Snowboarding	Nintendo	80%
4	–	Space Station: Silicon Valley	Take 2	87%
5	–	Holy Magic Century	Konami	54%
6	3	Mission: Impossible	Infogrames	48%
7	4	Banjo-Kazooie	Nintendo	95%
8	–	Bomberman Hero	Nintendo	49%
9	6	ISS '98	Konami	95%
10	10	World Cup '98	EA Sports	93%
11	5	WWF Warzone	Acclaim	90%
12	7	Waialae Country Club Golf	Nintendo	15%
13	14	Mario Kart 64	Nintendo	78%
14	9	Goldeneye	Nintendo	95%
15	–	Super Mario 64	Nintendo	92%
16	11	Diddy Kong Racing	Nintendo	86%
17	15	Shadows Of The Empire	Nintendo	58%
18	16	NBA Courtside	Nintendo	85%
19	18	Turok: Dinosaur Hunter	Acclaim	70%
20	12	Yoshi's Story	Nintendo	79%

WIN
£50

You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions on a postcard to *Chart Compo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

WORTH OF GAME VOUCHERS

Gamewatch

10

Now arranged in handy month-by-month format, Gamewatch – compiled as always by Department 1 – is the definitive list of upcoming games from all around the world. If you want to know what games are coming out and when, then look no further! The British game releases are highlighted for your convenience, putting

an end to 'hey-that-looks-good-oh-feck-it's-Japanese' misery. Whatever you're looking for, you should be able to find it here in Gamewatch – it's the most accurate release list in the world!

• Release dates are subject to change without notice. It's the nature of the beast!

In association with
Department 1

Department 1, 3rd
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8 Whitfield Place,
London W1P 5SF. Tel:
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Department 1

DECEMBER '98

Bust-A-Move 3	US	20	Hybrid Heaven	US	Mar
Chameleon Twist 2	US	05	Hype: The Time Quest	US	Jan
Charlie Blast's Challenge	US	17	In-Fisherman Bass Hunter 64	US	Jan
Disney Tetris	US	TBC	Lego Racers	US	May
Doraemon 2	Jap	TBC	Micro Machines 64 Turbo	UK	Jan
Fighting Force	US	17	Micro Machines 64 Turbo	US	Jan
Fishing	Jap	TBC	Michael Owen WLS '99	UK	Mar
Goemon 2	Jap	23	Monaco Grand Prix	US	Feb
Golden Nugget	US	02	NBA In The Zone '99	US	Jan
Hiryu No Ken Stadium SD	Jap	11	ODT	US	Feb
Holy Magic Century	UK	TBC	Penny Racers	UK	Jan
Knife Edge	UK	TBC	Quake 2	US	Jan
NBA Jam '99	UK	04	Rally Racing	US	Jan
Nightmare Creatures	US	09	Rampage: Universal Tour	US	Mar
Penny Racers	US	04	Rat Attack	UK	Jan
Pro Wrestling	Jap	26	Rayman 2	US	Mar
Quake 2	US	09	Re-Volt	UK	Jun
Rakuga Kids	UK	Dec	Rugrats	US	Jan
Rat Attack	US	20	Shadowgate 64	US	Feb
Roadsters '98	UK	TBC	Shadowman	UK	Mar
Roadsters '98	US	20	Snowboard Kids 2	UK	Apr
Rush 2: Extreme Racing	UK	TBC	South Park	UK	Jan
Shadowgate 64	Jap	TBC	Star Wars: Rogue Squadron	UK	Jan
South Park	US	20	Survivor: Day 1	US	Jan
Star Soldier: Vanishing Earth	US	16	Twisted Edge Snowboarding	UK	Jan
Star Wars: Rogue Squadron	US	08	Ultraman Battle	Jap	Feb
Tonic Trouble	US	16	Vigilante 8	US	Mar
Turok 2: Seeds Of Evil	UK	04	Virtual Pool 64	UK	Jan
Zelda: Ocarina Of Time	UK	11	WCW Nitro	US	Jan
			Winback	Jap	Mar
			Wipeout 64	UK	Jan

1999

4x4 Mud Monsters	US	Jul	NO CONFIRMED RELEASE DATE		
Airboardin' USA	US	Jan	40 Winks	UK	TBC
All-Star Baseball 2000	US	Apr	All-Star Tennis '99	UK	TBC
All-Star Tennis '99	US	Mar	Banjo-Tooie	UK	TBC
Army Men	US	Sep	Castlevania 64	Jap	TBC
Assault	UK	Jun	Command And Conquer 64	US	TBC
Battle Tanx	US	Jan	Contra Spirits 64	Jap	TBC
Blades Of Steel	US	Feb	Donkey Kong 64	UK	TBC
Bust-A-Move 3	UK	Jan	Dragon Sword	UK	TBC
Caesar's Palace	US	Jan	Duck Dodgers	US	TBC
California Speed	US	Mar	Duke Nukem: Zero Hour	UK	TBC
Castlevania 64	UK	Mar	Earthworm Jim 3D	UK	TBC
Castlevania 64	US	Jan	Earthworm Jim 3D	US	TBC
Duke Nukem: Zero Hour	UK	Mar	Extreme Sports 64	UK	TBC
F1 Pole Position 2	US	Jan	Gauntlet Legends	US	TBC
FIFA '99	UK	Mar	Getter Love!	Jap	TBC
FIFA '99	US	Mar	Ghouls & Ghosts	Jap	TBC
GT World Tour	US	Feb	Goemon 2	UK	TBC
Hybrid Heaven	UK	Mar	Harrier 2001	US	TBC



Duke Nukem: Zero Hour

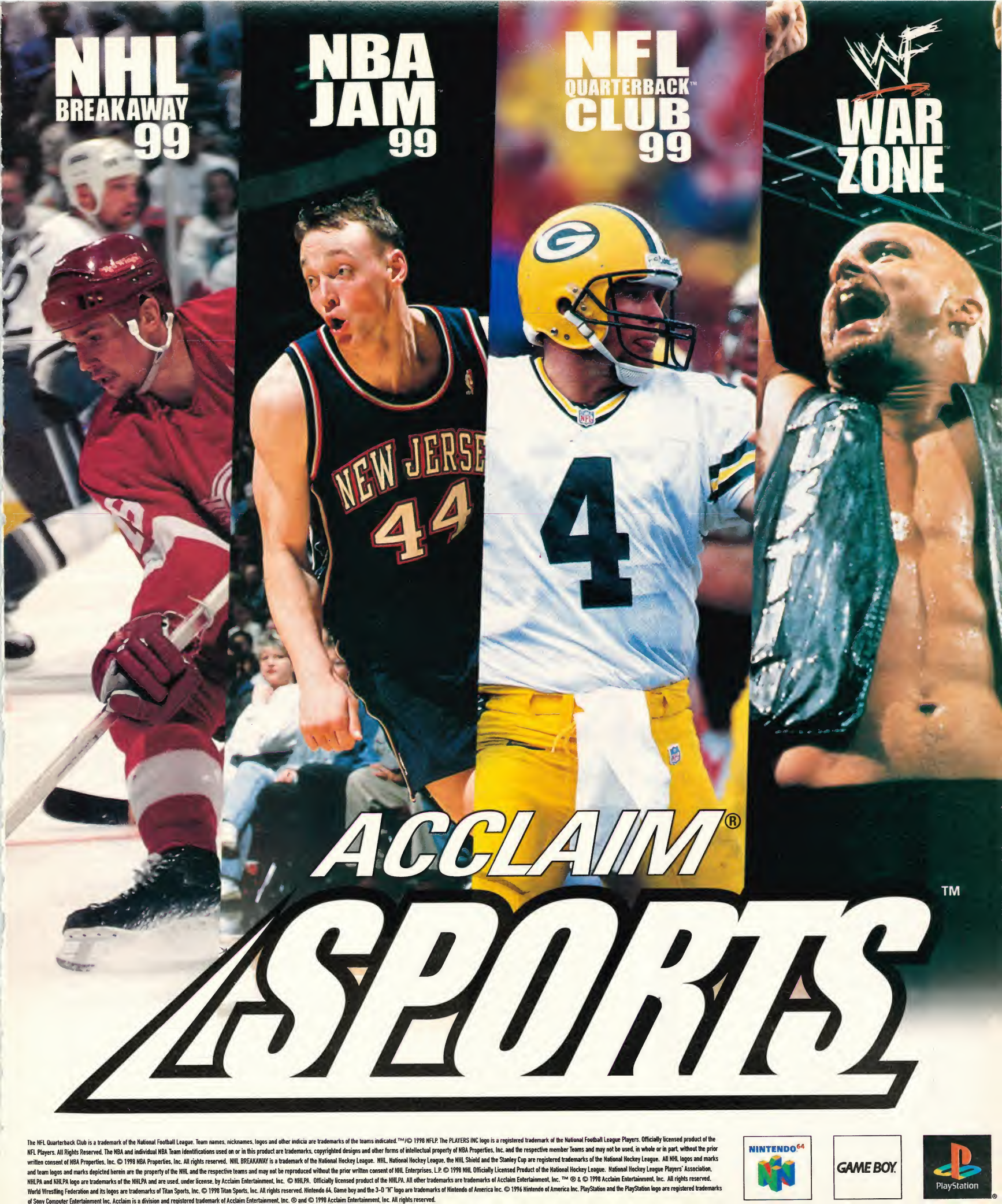
Hercules	US	TBC
Jet Force Gemini	UK	TBC
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	US	TBC
Magic Flute	Jap	TBC
Mother 3	Jap	TBC
Need For Speed 64	US	TBC
Neon Genesis Evangelion	Jap	TBC
Nuclear Strike	UK	TBC
ODT	UK	TBC
Ogre Battle 3	Jap	TBC
Perfect Dark	UK	TBC
Pokémon Snap	Jap	TBC
Quake 2	UK	TBC
Rayman 2	UK	TBC
Rev Limit	UK	TBC
Road Rash 64	UK	TBC
Rollerball	US	TBC
Ronaldo Soccer	UK	TBC
Smash Brothers	Jap	TBC
Space Invaders	US	TBC
Spooky	US	TBC
Star Wars Racing Game	UK	TBC
Star Wars: The Phantom Menace	UK	TBC
Superman	UK	TBC
Survivor: Day 1	UK	TBC
Tazmanian Express	US	TBC
Tonic Trouble	UK	TBC
Tonic Trouble	Jap	TBC
Top Gear Overdrive	UK	TBC
Twelve Tales: Conker 64	UK	TBC
Twelve Tales: Conker 64	US	TBC
Untitled Rare Game	UK	TBC
Vigilante 8	UK	TBC
Wetrix 2	UK	TBC
Wild Metal Country	UK	TBC
Wipeout 64	UK	TBC
Xena: Warrior Princess	US	TBC

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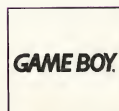


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When I'm

64

12

COMMUNICATE!

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64 MAGAZINE
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Paragon House, St Peter's Road
Bournemouth, BH1 2JS

By email:

64mag@paragon.co.uk

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

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Viagra For Joypads

Dear 64 MAGAZINE,

I have a problem that I'm sure other N64 owners have – it is the case of The Stiff Controller. I have owned my N64 for over a year now, and it's got many miles on the clock. After a while, my controller went stiff. Yep, I have a dose of The Stiff Controller! Try playing a precise game like *Goldeneye* with a stiff controller.

The analogue stick seems to get stuck, then your sweaty thumb slips off, making your gun aim away and giving the enemies the chance to pump their rifles into James Bond's pretty face.

The grey rim around the analogue stick has collected a kind of powder from the wear and tear of many an action-packed game. It makes games like *Goldeneye* and *Top Gear Rally* unplayable. So what can I do? I know, buy a brand spanking new £20 controller. Problem solved, but no, very soon this too goes stiff!

I'm sure many long-term N64 owners agree with me – there is an epidemic of The Stiff Controller! I have seen many cases with my friends as well as mine. The symptoms are clear; if there is a white powdery substance forming on the rim of your analogue stick, you have a case of The Stiff Controller!

I thought maybe 64 MAGAZINE could help, as you usually have an answer to everything. Can I somehow repair the old stiff controller I already have?

Andrew Moore, Reading

You must really be punishing your controller! Most of our controllers have got a bit of powder in them, but none of them have actually stiffened up. Maybe Roy's sweat keeps them lubricated.



Dismantling the controller isn't recommended – they've got a lot of bits inside that can get damaged or lost. You could try blowing the dust out and using a tissue to wipe off the excess, then squirting some WD40 onto the base of the stick. If all else fails, you could scrape out the white powder and sell it to the dodgy bloke down the pub...

Rude Boy

Dear 64 MAGAZINE,

I was just wondering if you have a rugby game for the N64, or if you are bringing one out. So far I've found it really annoying. If you're not bringing one out, do so, because I know enough people who want one. Oh yeah, 64 MAGAZINE looks like a proper rude boy with its new cover, but don't forget it's what's under the cover that counts.

Ben Price, Leicester

When we get Paragon Games Inc up and running, a rugby game will be first on the agenda. We'll make a killing, because nobody else is currently working on one. I'm

PRIZE WINNER



Mugging Mario

Dear 64 MAGAZINE,

I've just read issue 19, and I must say that it has confirmed something which I've been a little uncomfortable about for a while now – the tendency amongst reviewers to play down the importance and quality of a key N64 game... *Mario 64*.

Ever since *Banjo-Kazooie* appeared on the market, the attitude towards the original 3-D platformer has been more and more critical. Reading the top 20 games recommended by your Nindex, I have to admit that I was astonished to see *Mario* floundering in eighth place, two places beneath the desperately bland *World Cup '98* and a mere 2% above the fun, but extremely lightweight, *Gex: Enter The Gecko*.

Please don't get me wrong – I totally agree with your policy of updating reviews as time passes, and it is true that technically *Mario 64* cannot hold a candle to the excellent *Banjo-Kazooie*. Having said this, I can't help but think that more and more people are forgetting just what made the game so special in the first place – not the graphics or the sound (although they were revolutionary at the time) but the

sheer depth of gameplay and sense of wonder which permeates so many of Miyamoto's game designs.

All of the games in your Top 20 are quality products, but many are so forgettable in comparison. *World Cup '98* is a prime example of a game which is utterly devoid of the kind of imagination and flair which makes *Mario 64* truly essential.

So please, do update your scores regularly, but don't lose sight of the fact that technical achievement is not the only criteria on which we should judge a maturing game. *Banjo* is a truly great title, but I stopped playing it as soon as I completed it – four short days after I got it out of its wrapper – and I really can't imagine wanting to play through it again. Now *Mario*, on the other hand...

Chris Moran, Cambridge

Have we been too harsh on *Mario 64*? It's still a 90%+ title, after all, which isn't bad for a game that's two-and-a-half years old. There aren't many games that have aged as well!

Scores are updated on a semi-regular basis (we're about due for another round) and there are many games that seemed great when reviewed that turn out not to have stood the test of time. These games are the ones that suffer the big falls. It's not likely that *Mario* will be dropping for quite some time!

ASK ANDY



Test the throbbing brain of our editor against your unanswered questions and see which comes off best. Just remember that grey matter is hell to get off carpets.

- 1: Is the Dreamcast really as crap as it looks?
- 2: My friend owns *Clayfighter 63 1/3*. Neither he nor I can afford a psychiatrist, so I have come to you for help. Please help me!
- 3: I don't see how the 'destroy the flag' cheat works, so could you explain?
- 4: Is the 64DD ever going to come out in Britain?
- 5: What is the Expansion Pak?
- 6: In issue 16 you had a little about *Harrier 2000*. Have you got a release date for it yet?
- 7: I know that *Mario 64* is not as good as *Banjo-Kazooie*, but please say to the world that it is not that bad a game.
- 8: Is *Mission: Impossible* as good as *Goldeneye*?
Gavin Leel, Aberdeen

- 1: I think it looks pretty promising, actually. But you can't buy it yet, so who cares?
- 2: Get your mate to send *Clayfighter* to us and we'll smash it with a hammer. In fact, if any readers have crap games they'd like to get rid of, send them to us. We'll destroy them for you!
- 3: Over to Roy... "This bloody does work! You need to be playing with either timed or proximity mines – the latter are best. Lay your mine, grab the flag, and run back over your mine, thus committing suicide. No more flag – you win!"
- 4: Dismiss it from your mind – it ain't happening.
- 5: Extra memory that plugs into your N64 and makes games like *Turok 2* (see this issue) look even better.
- 6: Not yet. It's now called *Harrier 2001*, incidentally!
- 7: "It is not that bad a game."
- 8: No.

- 1: Will *Perfect Dark* have more levels than *Goldeneye*?
- 2: How the heck did *Rampage World Tour* get 80%? The game is rubbish!
- 3: Is *Earthbound* going to come on the N64 rather than the 64DD? While I'm on the subject of RPGs, what is *Holy Magic Century*'s score?
- 4: I read something in a friend's mag about *Banjo-Toolie*. Is it a sequel to *Banjo-Kazooie*? And if it is, when will this new title be out? Speaking of platformers, do you guys like *Banjo-Kazooie* better than *Mario 64*, or is it the other way around?
Jimi Ademola, London

- 1: Almost certainly – the game is more than twice the size.
- 2: Roy liked it, but then Roy also likes Garth Brooks!
- 3: Looks like it. You can see *HMC*'s score on page 64.
- 4: It is a sequel, and it'll be out late in 1999. The mag regulars, to a man, prefer *Banjo* to *Mario*, though there are pockets of resistance around the office.

- 1: What was under the censored thing in issue 20's *Turok 2* preview?
 - 2: I'm going to get *Turok 2* and another game for Christmas. What, in your opinion, should the other game be?
 - 3: On *WWF Warzone*, I completed the WWF Challenge on medium difficulty with Owen Hart and got the female character, Sue, but got another cheat that said 'Polished cheat' on the cheat screen. What is this cheat? (If you answer that you deserve a medal!)
- Jonathan Magill, Esher

- 1: The final boss, Primagen – we didn't want to give him away (see this issue's 64orum section).
- 2: *Zelda*.
- 3: Looks like I'm not getting a medal! Can anyone else enlighten Jonathan?

obviously showing my age because I had to ask whether being a rude boy was good or not, but apparently it is, so thanks!

Doctor Of Death

Dear 64 MAGAZINE,

I was on the Internet just a few days ago, and I stumbled across a site for a company which produces the Doctor V64. I found out what this hardware actually does. It was quite suprisingly to know that it can copy any N64 game onto a CD, therefore being able to copy it to a PC. This means, that you could buy that hardware for your N64 for approximately \$350 and just rent N64 games from your local video store and copy it onto a CD, which is a pretty convincing deal.

Those who are or thinking of pirating games N64, PSX or PC, think what you are about to be doing. You would be making a big step from being a serious gamer to becoming a person who pirates games for consoles or PC. By pirating games, you are becoming a criminal. I believe FAST should do something about it. It could be you who next who might have a hefty fine in front of your face.

My friends and me also want to ask you some questions. They are as follows.

1. Are you certain if the 64DD is actually coming out?
2. Is there going to be *Mario 64 II*, if so, will it be on a 64DD cartridge or a normal cartridge, and will it have two players?
3. Because *Street Fighter III* is too big for a 128Mbit cartridge, and the biggest is a 256Mbit for *Zelda 64*, why won't Capcom put *Street Fighter III* on the 256Mbit cartridge?
4. I heard that *Zelda 64* is coming out in a limited gold cartridge. Is that true?
5. When is *Donkey Kong 64* coming out?
6. Why is it that the Mario, Luigi and Princess never get older?
7. Will there ever be a *Final Fantasy 64*, because of the *Final Fantasy* series on the SNES and NES?
8. Is there any news of any news of Nintendo's new console after the N64, codenamed Project X?
9. When will the Colour Game Boy come out?

Keep up the good work you lot and as I would say, see ya mate!

Timothy Van, email, Australia

Piracy is a sad fact of gaming life. In America, Nintendo actually sued a company for importing the Doctor V64 and won, but elsewhere they haven't had the same luck. I was somewhat annoyed last issue to discover that one company had managed to sneak an advert in for the Doctor V64 despite me telling our advertising department not to accept these ads. It'd better not happen again! Remember, if you pirate a game, the company that made it doesn't get any money for its time and effort, and without money they can't make any more games...

- 1: If the 64DD comes out, it will only be in Japan. Anywhere else? Forget it!
- 2: If Nintendo want to sell it outside Japan, it'll

have to be on a cartridge. Two-player mode is only a rumour, but a strong one.

- 3: Because Capcom are mad? That's the only reason I can think of! They could bring *Street Fighter*, *Resident Evil* or *Marvel Super Heroes* to the N64, and what do they choose? Mickey Mouse *Tetris*!

- 4: It's true, but if you haven't pre-ordered the game you're too late, and PAL territories won't get it at all. Boo!

- 5: Sometime in 1999.

Possibly.

- 6: Would you really want to play as Mario the pensioner?

- 7: Probably not.

- 8: Project X (aka Nuon) is the codename of a DVD-based console by VM Labs, not Nintendo.

Nintendo's plans for its next console haven't been disclosed yet.

- 9: It's out!



Game Boy Color: spelt wrong.

More Goldeneye Unusualness

Dear 64 MAGAZINE,

I was recently playing *Goldeneye* on the Facility level and discovered that you can play co-operatively with Trevelyan in the bottling area! First, you need the Invincible and Slow Animation cheats. Activate these and set the difficulty level to Agent. Proceed directly to the bottling area, speak with Trevelyan and as soon as he says "...Fate," run to the bottling room door and kill Ourumov with your KF7. Now, Trevelyan will help you kill the soldiers that enter the room!

Alex Hayward, Chesham

It sounded dodgy, but we tried it anyway... and it worked! If you're fast enough, you can actually kill Ourumov without needing the Slow Animation cheat. Trevelyan crouches down and mows down any soldiers coming down the stairs near him. Normally in the game he'd get a couple of shots off before Ourumov puts a cap in his ass, but this way the boy Bean stays standing. His kills even count towards yours!



Goldeneye: Bean does your work.

64ORUM

Last issue we brought the following questions up for debate. What did the readers think?

Should Nintendo scrap the 64DD altogether and concentrate all their efforts on cartridges?

Definitely! The 64DD is going to be too late to make any difference. By the time it comes out the Dreamcast and PlayStation 2 will be here. There are some great games on cartridges, so Nintendo shouldn't waste time on the DD.
Brian Thorn, Gravesend

I can't see what the 64DD can do that cartridges can't. I'd rather just buy an Expansion Pak and play games in hi-res!
E Ahmed, Slough

The 64DD has the potential to make console games with the same depth as the best PC stuff. You'd never get something like *Dungeon Keeper* on a cartridge, but you could on the DD. Nintendo should hurry up and get the DD finished.
Jason O'Brien, Dublin

Are videogames now socially acceptable, or does Joe Public still think they're just for kids?

Only old farts think games are just for kids, and they'll all be dead soon so who cares?
Radnad88, email

Videogames are so common today that they've become acceptable for everyone. It's a shame that it's the PlayStation and not the N64 that was responsible.
Susanne Dammons, email

I think it depends how old you are. The only people under 25 who have problems with videogames are bores and losers!
Paul Hopkinson, Torquay

Should 64 MAGAZINE reinstate the Memory Card Losers section of the letters page?

Yes! It was always totally hilarious to see stupid letters get a slagging. Bring it back!
Garry Burke, London

Memory Card Losers should definitely come back. It was well funny!
S D J, Stockport

Memory Card Losers was the funniest thing in the magazine. Andy deserves a medal for taking the mick out of some of the lammers who wrote in.
Paul Deane, Cardiff

Don't bring back Memory Card Losers, it was a total waste of space. Letting someone insult the readers who pay his wages is just stupid.
Russell Friend, email

The topics of discussion for next issue are...

- 1: Should magazines avoid giving away 'spoilers' in previews and reviews of games, or give people as much information as possible?
- 2: What game should Nintendo write next?
- 3: Who'd win in a fight; Link or Lara Croft?

Send in your views to 64orum at the usual address!

Demented Nirvana Fan

Dear 64 MAGAZINE,
Who the hell do you think you are? Taking the piss out of Nirvana! 'Smells like team spirit', remember *Wipeout*, issue 18? I condemn you all to hell!

Brian Warner, some asylum somewhere

Oh yeah, the punsome boxout title. If that upset you so much, I'd hate to think what your shaky handwriting would be like if we'd mentioned shotguns.

Girl Gamers

Dear 64 MAGAZINE,
My name's Jun and I'm a girl gamer. I have a PlayStation, and when the N64 came out, I played *Lylat Wars* at a shop and I thought it wasn't too bad. Then I hired the N64 with *Goldeneye* and it was fab! I thought "this is the console I will devote my life to."

So I bought the N64 a couple of months ago, after saving five months of pocket money. I also bought *Goldeneye*, the best game on Earth. Now I had to choose a magazine that I will read for years to come. Then one day at the newsagents, I read your magazine and I saw the light. This is the magazine I'm destined for. I read about *Zelda* on a couple of websites, and decided to sell my PlayStation to get the money. My family is not rich, so I'll have to work hard for the upcoming *Perfect Dark*.

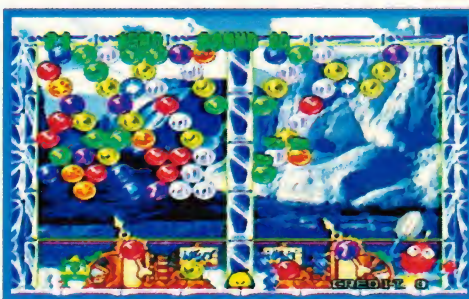
Finally, I would like to tell all the girls out there, "Come on, play videogames!"
Jun Hyup So, Adelaide, Australia

Couldn't agree more. If more of the fairer sex played videogames, it'd mean an end to those rolled eyes and sarcastic little "Cuh!" noises when mixed conversation moves onto the subject of frags, banning use of the female *Moonraker Elite* and how to find the 120th star.

Res-ervoir Dogs

Dear 64 MAGAZINE,
I am writing to your fine publication to air my views on the new Expansion Pak from Nintendo. Great is one way to put it; improved graphics and sound without any loss of speed. I for one will be buying one for my N64. I have just one question - do the better graphics actually improve the gameplay?

Sure, *Turok 2*, *Star Wars: Rogue Squadron* and others will support the Pak, making the graphics crisper than the morning dew, but to be honest,



Bust-A-Move 2: bubbles.



Turok 2: looks good.

graphics aren't everything! I mean, take *Bust-A-Move 2*, for example; astonishing gameplay and lastability, but graphics that wouldn't look out of place on the SNES.

Even I love my nifty graphics with whizzbang effects, but they don't make any alteration to the game's lastability and gameplay. All I am saying is this; next time you buy a game, think of the gameplay before the graphics.

Adrian Mitchell, Southampton

Good point. Fantastic graphics can improve the experience of playing a game, but do very little to improve the gameplay itself. *Turok 2* is exactly the same game whether or not you play with an Expansion Pak.

A Maniac Writes

Dear 64 MAGAZINE,
I'm so sick of seeing little plumbers, fuzzy bears and pointed-eared little freaks running around my TV screen. I want to see vicious mutated things charging around ripping peoples' limbs off while laughing and swearing at the mass amounts of blood pouring out of your dead corpse.

Andrew Ashcroft, Warrington

My dead corpse? Jeez, what'd I do? I thought it was only rival editors who wanted me dead.

Lamped

Dear 64 MAGAZINE,
As you well know, one of the highlights of playing *Goldeneye* is the multiplayer mode, but I feel that people must be warned of the dangers that can result from it. I encountered such an incident not long ago when three of my friends and I were grouped around my N64. After a few rounds, a small feud began to arise between two of my friends, mainly down to one of them being outright cocky about beating the other. After much exchanging of words, my room suddenly became a boxing ring and it took three of us to break up the battle. One of the contestants was lumbered with a bloody nose, my friend's excuse for lamping him being "I didn't like his face very much." Having first watched with amusement, I realised the potential danger that this game brought with it. So now I can't wait for them to come around next week for a second helping.
Mojo Brown, Sevenoaks

Oh no! Proof that videogames cause violent behaviour! Better not tell anyone or they'll try to get them banned. Did you know that *Goldeneye* is already banned in Germany, by the way?

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▲ The strange one-eyed, one-footed umbrella things are regulars in *Goemon* games. Who says the Japanese are sane?



▲ With two people playing at once, the characters can then team up to defeat enemies faster and overcome certain obstacles.



▲ Goemon isn't limited to just running along with his little legs. He can also ride a horse, and engage in a spot of jousting!

Goemon 2

The blue-haired boy is back!

He's back! Goemon, the Japanese equivalent of Robin Hood, is making a second appearance on the N64 in *Goemon 2*. Unlike *Mystical Ninja Starring Goemon*, the blue-barnetted hero's first N64 game, *Goemon 2* is going to be a side-scrolling platform game instead of a 3-D adventure. However, don't let that put you off – *Goemon 2* follows in the footsteps of the SNES *Goemon* games,

which were some of the wildest on the machine, and the whole thing is going to be in full-on 3-D!

In *Ganbare Goemon: Deoro Dero Douchu Obake Tenkomori* (the full Japanese title – expect it to be called *Mystical Ninja: Goemon 2* over here) Goemon and his ever-present mates Ebisumaru the portly deity, Yae the green-haired swordsmistress and Sasuke the robot ninja are faced with a new challenge – the dead! An inventor has created a machine that can bring the dead back to life; unfortunately, this has meant a massive increase in hauntings as the inhabitants of the afterlife return with old scores to settle.

Goemon and the gang are the only people who can save ancient Japan from

▼ Don't know what this bloke looked like when he was alive, but he would have been great at basketball!

GOEMON 2

Publisher: Konami
Release Date: Spring 1999



◀ Goemon and Yae race along a bridge with a tumbling thing rolling along just behind them.





▲ Whatever the bony fella's problem might be, he seems more than willing to take it out on casual robot ninja passers-by.

the deceased do-badders. Unlike the first N64 *Goemon* game, *Goemon 2* lets two people play at once, battling the spooks in the platform sections and lending a helping hand, tag-team style, in the 3-D battle sections with giant robot Goemon Impact. Since each character has different weapons and abilities, *Goemon 2* can be played differently each time.

It's expected that the numerous subgames of the SNES *Goemon* games – things like mini-versions of Konami arcade games and horse races – will return in *Goemon 2*, along with strange vehicles and some of the most wacky bosses found anywhere. With *Goemon* going back to his classic roots, the game should be great. We're buying huge amounts of hair dye in anticipation!



▲ Ebisumaru goes for a jog. Although the game is in 3-D, the actual routes players can take are 2-D, as in *Yoshi's Story*.



▲ Towns contain shops and amusement arcades where items can be bought and sold. All the gang has to do is get there in one piece!

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 - GT 64
- H**
 - Hexen
- I**
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 - I.S. Soccer 64
 - Iggy's Reckin' Balls
- J**
 - Jeopardy
- K**
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 - War Gods
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 - Wetrix
 - World Cup '98
 - WWF War Zone
- Y**
 - Yoshi's Story



Hotline winners include:

Dead or Alive; Steven O'Donnell of Enfield.
Gran Turismo; Adam Wright of Bridlington.
Vigilante 8 (mail entry); David Griffiths of Topley.
Collin McRae Rally; Mrs Moss of Little Holton.
Nintendo 64 & Goldeneye; Mohammad Ali Abbas of Burkby.
PlayStation Console; Chris Goss of Howland.
Premier Manager '98; Jay Smith of Rushmere.
Resident Evil 2; David Ward of Falmouth.
Rumble Wheel; Joe Field of Aston Clinton.
Tekken 3 / Request Theme Hospital;
James People of Port Seaton.

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Bust-A-Move 3

Forever blowing up bubbles!

Bust-A-Move 2 was very popular around these parts, being as addictive as crack cocaine dissolved in lager. For the uninformed, the game was a sort of inverted *Tetris* with bubbles.

■ BUST-A-MOVE 3

Publisher: Acclaim
Release Date: December '98



▲ Make your own fiendish puzzles to challenge your friends.

◀ Strange little anime characters squeak and burble to themselves as you play.

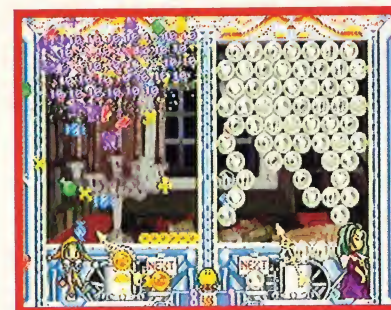
For the now completely lost, the objective in *BAM 2* was to clear the screen of bubbles by firing bubbles of the same colour into groups, causing them to disappear from your screen and appear on your opponent's! It's actually twice as complicated to explain than to play. Trust us.

Bust-A-Move 3 is the sequel. (No!) Although it keeps the same simple air-filled soapy spheroid action, *BAM 3* adds new characters, new puzzle screens, improved visuals, a customisation screen where players can create their own puzzles and – get this – a four-player mode!

If the game is as playable as the 91%-rated *Bust-A-Move 2*, and with gameplay this simple it's hard to imagine Acclaim screwing things up, then *Bust-A-Move 3* should be another devilishly addictive cracker. Once you pop, you just can't stop!



▲ If you make a group high up the screen disappear, any bubbles below also burst.



▲ It's all over, you are dead! Dead, dead, dead, do you hear?

Survivor: Day 1

Can you survive?

The first N64 game from Konami's American programming blokes is coming along nicely. The game is set on a huge starship that has crashed on an alien planet – your objective is to escape from the ship in one piece, but there are dozens of other lifeforms aboard with

the same idea. When it comes to reaching the emergency exit first, these guys aren't going to wait for any stewardesses to lead them to it!

Survivor: Day 1's gameplay is a mix of *Mission: Impossible*-style exploration and combat, with added RPG-type puzzles. The starship has to be explored from bow to stern in order for the hero to make his escape, along with any... 'companionship' he might meet along the way, but don't spend too much time messing around with the computers. Dawdle, and if the imploding hull of the starship doesn't get you, the flesh-



▲ The starship is full of all kinds of biological samples. Hero Adam prepares to 'free' the occupants of these tanks.

eating monsters running around the place will!

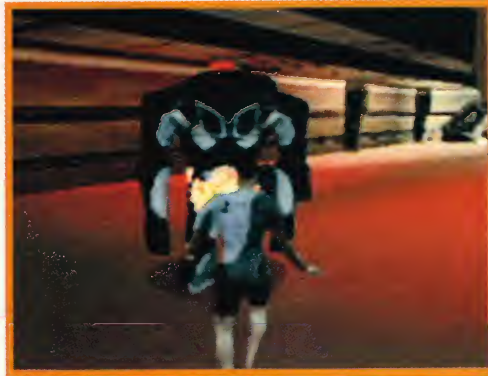
Survivor: Day 1 is still quite a way off, but we will be squeezing into our life-jackets to bring you the full review next year!

■ SURVIVOR: DAY 1

Publisher: Konami
Release Date: Mid-'99



▲ The starship has crashed into an ocean. As time runs out, the water level starts to rise.



▲ "Listen, can't we just talk about this? I'm sure there are life-pods for everybody on the USS Titanic... oh."



▲ The camera can move in close behind Adam; when this happens, he goes translucent so you can see his target.



An Adventure of Epic Proportions

Holymagic Century



The First RPG **EVER** For The Nintendo 64



It's Zero Hour

Innuendoes abound as the man with a penchant for babes and big guns bursts back onto the screen!

One of the most notorious videogame heroes ever, and particularly popular with PC owners (although not 'PC' PC owners) returns! 'The Duke' made his N64 debut last year to rather mixed reviews. Well, love him or loathe him, Duke Nukem is back, and this time he's in the third-person!

The plot is fairly straightforward – evil aliens are threatening humanity's very existence, as usual, and Duke gets sent in to 'negotiate' the only way he knows how – with extreme prejudice! In the style of *The Terminator*, Duke must travel between various different time zones and battle all manner of strange adversaries.

Duke Nukem: Zero Hour is being developed up in Derby by software house Eurocom – probably best known to N64 owners for top gore-fest *Mortal Kombat 3*. Having already appeared on the PlayStation under the title *Duke Nukem: Time To Kill*, N64 owners will probably be glad to know that *Zero Hour* isn't just a port of the PSX version. In fact, it's not even the same game.

Eurocom explained that GT Interactive commissioned both themselves and 3-D Realms (the PSX developer) to produce a *Duke* game which had to include certain elements – such as a time travel plot line and the third-person perspective, then left them both to pretty much get on with it. This means that although there are similarities between the two games – they both have a Western level, for example – in play they're very different.

Changes from the first *Duke* game, apart from the viewing perspective, include the loss of the jetpack, compensated for by Duke's new ability to climb ladders, the addition of a sniper rifle and of course a whole load of new enemies, including period-specific Pig Cops and some massive end of level bosses. Duke himself also has a whole load of spazzy new costumes to match the different time periods including Victorian morning dress and a *Mad Max*-style biker ensemble.

The big news though is that *Zero Hour* is compatible with the 4Mb expansion pak, which means that, yes, the Duke will be appearing in hi-res!

Cover Me!

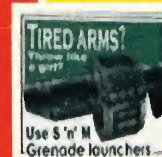
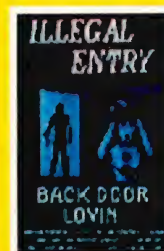
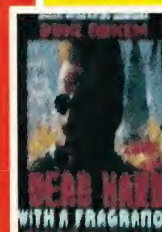
One of the innovative features in *Zero Hour* appears at the very start of the game. Duke is dropped off by a Special Forces chopper, but unlike in the first game he's not alone! Accompanying him is a small group of GIs, who – under control of the N64 – follow Duke around and provide him covering fire and support until they all get killed. Sadly, this hadn't been fully implemented in the version we had in the office. And don't expect the soldiers to be much use either!





A Plethora Of Poster Puns!

Eurocom have gone all-out with the in-game jokes. Watch out in particular for the posters, which are hilarious! Whether they'll all make it into the finished game or not remains to be seen, but here's a selection to whet your appetite.



► Rather than the crash which started the first game, Duke begins *Zero Hour* by getting dropped in by chopper.



► The Havoc missile launcher is one of the most satisfying weapons. A direct hit with it will literally blow enemies apart.



▲ Some of the levels require Duke to practice his swimming, and he needs to keep an eye out for sharks too!



▲ The Scatter Laser is one of the new weapons in the game. It fires a stream of shots which rebound off walls.



▲ The enforcer lizards from the original game are the first enemy you encounter. They're strong, intelligent, and pretty good shots!



▲ Boss Hog is the only one of the level bosses who'd been put into the game at time of writing. He's pretty damn impressive though!

EPISODE 1. PRESENT DAY/ POST APOCALYPSE

Duke travels from normal city streets to a post-apocalyptic ravaged urban wasteland in the first episode of this adventure, and changes outfits to match. Initially the enemies come in the familiar form of pig cops and alien enforcers, but it isn't long before you come face to... er, tentacle with some of the newer adversaries, such as the Octobrians, and the huge end-of-episode boss, Boss Hog – a massive boar in a white suit (shades of *The Dukes of Hazzard*?) in a tank.



▲ The best of the new weapons is the Sniper Rifle. There are very few things more satisfying than zooming in on an unsuspecting adversary and blowing his head clean off!



Show Me The Hardware, Baby!

Duke has most of his original weapons and a few rather nifty new ones. Feast your eyes on this orgy of destructive delights!

M-40 PULSE GUN (BLASTER)

Developed for the Special Forces, this semi-automatic particle pulse weapon fires small, powerful energy blasts over any range. **Power-up:** Pick up another to fire two at once.



CLAW-12 SHOTGUN

This CLAW (ClosE Assault Weapon) is a 12-gauge shotgun which has a limited range and must reload after each shot, but is devastating up close. **Power-up:** Auto-loader rotary-feed mechanism which removes the necessity for reloading between shots.



MP-10 SMG

The 10mm submachine gun has always been popular with Duke fans. The rapid fire-rate and lack of reload time make it a formidable firearm. **Power-up:** Pick up another to fire two at once.



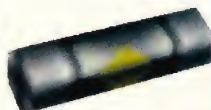
AGL-9 GRENADE LAUNCHER

The AGL-9 operates off a rotary-feed mechanism and fires grenades that can be bounced off walls and will explode after a set time or on contact with an enemy. **Power-up:** Gas grenades which replace the explosive type and release a cloud of deadly gas.



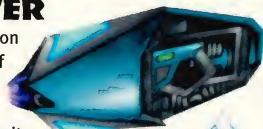
PIPEBOMB

The pipebomb is a home-made explosive which is thrown and then detonated remotely. Very effective on closely grouped targets. **Power-up:** None.



ALIEN FREEZE-THROWER

This alien weapon fires a stream of super-cooled gas which freezes anything it touches. Duke can then smash the target to destroy it. **Power-up:** Super Freeze Crystals. These freeze the subject like the normal weapon but cause them to shatter instantly.



▲ If you get into a position where your vision would be obscured by a wall, the perspective changes automatically to first-person.



▲ The Western levels are some of the most impressive in the game. A lot of attention has been paid to detail, right down to the tumbleweeds!



▲ Although the lighting effects in the game aren't yet finished, there are still some very effectively lit areas on some of the levels.



▲ A particularly nice graphical touch in *Zero Hour* is the flame effects, which look incredibly realistic when you see them moving.



▲ No western would be complete without an old-style stand-off in a saloon now, would it?

EPISODE 2. WILD WEST

You couldn't cover the subject of time travel without including an episode on the Wild West, where men were men and horses were, well, horses. Duke encounters all manner of weird beasts 'Out West' including both cowboy and Indian pigs. A jailbreak and a wild mine-cart ride are just two of the features of this episode, and Duke's normal armament is replaced with period firearms like the Colt Peacemaker and the Lever Action rifle.

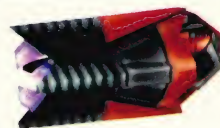


▲ The dynamite replaces the pipebomb on the Western levels, and it's pretty effective at taking care of those pesky pig cowboys and Indians!

ALIEN SCATTER LASER

A large multi-barrelled laser weapon which fires rapid laser blasts that ricochet off walls, making it a fearsome weapon.

Power-up: None.



HAVOC MULTI-LAUNCHER

Fires four small mini-missiles which spread out and guide themselves to the target, splitting up if there is more than one.

Power-up: Heat-Seeking

Missiles. These will actively follow a moving target, and are particularly effective against targets with a large heat signature.



CTX-90 TRIPBOMB

This is a powerful anti-personnel device which can be fixed to any surface and then detonates when something crosses its laser trip beam.

Power-up: Super Tripbomb. This weapon has two detection beams, making it impossible to jump over.



M-64 PULSE CANNON

A hugely powerful weapon, the pulse cannon fires a blast of phased particle pulses which can wipe out whole groups of enemies when it detonates.

Power-up: None.



SNIPER RIFLE

The sniper rifle is a slow-firing, fairly powerful gun with three levels of zoom, allowing you to pick off enemies while staying out of their range.

Power-up: None.



.45 REVOLVER (PEACEKEEPER)

This long-barrelled revolver is a classic cowboy weapon and replaces the Blaster in the Wild West. Duke can carry two of these at once.

Power-up:

"Scumstopper"

Magnum Rounds.

These will do heavy damage and are automatically selected in preference to the ordinary ammo once picked up.



SAWN-OFF SHOTGUN

This 12-gauge shotgun replaces the Claw-12 in the Post-Apocalypse levels. It reloads after every shot and is useless at long range.

Power-up: None.



EPISODE 3. VICTORIAN ENGLAND

The dark, fog-filled streets of Victorian London are the setting for the third episode of *Zero Hour* and lurking in the fog is an army of blood-crazed zombies who all want a piece of the Duke. The scene is set for some gratuitous *Resident Evil*-style zombie blasting, and gore fans will be pleased to hear that yes, you can blow bits off them. Duke can't let himself be distracted though, because somewhere in the swirling fog lurks the legendary miscreant Jack the Ripper!



LEVEL WARP
VICTORIAN
THE WHITECHAPEL KILLINGS

100

991

▲ There's no chance to get complacent on this level – the minute you step through the first door you're confronted by a mass of zombies!

LEVEL WARP
VICTORIAN
PLUG 'EM AND PLANT 'EM

101

980

▲ Zombies frequently attack you en masse. Fortunately, the Gatling Gun is pretty effective on large groups of men or monsters.

LEVEL WARP
VICTORIAN
HYDROGEN BOMB

101

▲ This stateroom is immaculately decorated, which makes it all the more fun to blow to bits. The pillars make for good cover too.

LEVEL WARP
VICTORIAN
GOING DOWN

101

982

▲ The Scatter Laser is an excellent weapon to use in confined areas like corridors as it ricochets off the walls, hitting everything.

LEVEL WARP
VICTORIAN
GOING DOWN

101

999

▲ On the later Victorian levels, you meet all sorts of weird enemies, and they come at you in force – have no mercy!

LEVEL WARP
VICTORIAN
THE WHITECHAPEL KILLINGS

101

713

▲ An SMG is a great weapon to use on the zombies – unfortunately it probably won't be allowed in the finished version of Victorian England!

FEATURE

**LEVER ACTION
.30-30 RIFLE**

This classic cowboy rifle needs to be reloaded after each shot but still has a fairly rapid rate of fire. It replaces the SMG in the Wild West.

Power-up: None.

GATLING GUN

The Gatling Gun is a multi-barrelled machine-gun which replaces the Scatter Laser in the Victorian time zone.

Power-up: None.

**VOLTAIC
PROJECTOR
(VOLT
CANNON)**

Created by Victorian scientists, this weapon fires multiple bolts of electricity, frying opponents. It replaces the Pulse Cannon.

Power-up: None.

**DYNAMITE**

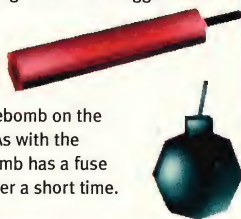
This replaces the Pipebomb for the Wild West levels. Unlike the Pipebomb, it has a timed fuse rather than needing an external trigger.

Power-up: None.

BOMB

Replaces the Pipebomb on the Victorian levels. As with the Dynamite, the Bomb has a fuse and will go off after a short time.

Power-up: None.



▲ Okay, we know Duke is getting old, but surely he's not quite aged enough to need a bath chair, is he?



▲ Duke fans might experience a little déjà vu on this level – as Duke finds himself back where it all started!

**EPISODE 4.
TIME ZONE
MIX UP**

The fourth episode, and everything's gone to hell. The time zones are all merging so Duke could start in Victorian London and walk down the street to find himself in the Wild West. Time is running out for humanity, and Duke's gonna have to put things right. Along the way he just might find himself in some very familiar surroundings as he tries to prevent himself from being killed as a baby. And of course, there's got to be some huge alien mutha' around here somewhere...

► Who is that handsome devil? Duke takes a break from the carnage for a second to admire the aliens' genetic workmanship.



▲ Duke comes up against some rather formidable adversaries in the fourth episode – evil clones of himself!

▼ By this point in the game, the enforcer lizards are more heavily armoured, and more heavily armed too.



▲ HG Wells fans might be interested to know that his time machine makes an appearance in Zero Hour.



▲ A tank? How in the hell did they manage to get a tank into this room? What'd they do, build it from scratch?

LEVEL WARP
FINAL
THE BROTHERS NUKEM



▲ A quick trip to the cinema foyer for some popcorn, stopping only to relieve an annoying lizard of its head.

► One of the trickiest things to do on the multiplayer levels is to find the other players, because there's no radar.

▼ Don cowboy boots and ten gallon hat, then strap on a Peacemaker for a multiplayer showdown on the Western level.



MULTIPLAYER MAYHEM

The multiplayer mode in *Zero Hour* – originally going to be in third-person like the one-player game – is now back in the first-person perspective from each of the different time periods, and there is also a crazy mixed-up 'funhouse' type of level, in which the floors move and everything is set at weird and confusing angles. The massive range of weapons and the opportunity to play as most of the main characters, including the pig cops and enforcers promises some top-notch deathmatch action.



▲ The multiplayer ice level is fun, but it's fairly hard to get a good shot off at anybody without getting right on top of them.

Spot The Difference?

As mentioned already, *Duke Nukem: Zero Hour* will make use of the 4Mb expansion pak to produce a really effective hi-res mode. However, for those of you not gifted with a pak, there will also be a lower-res hi-res mode, if that makes sense!

If you study the two shots below, you can see that the lines and edges in the shot on the bottom are more defined and a lot smoother than those in the one on the top.



▲ The 'mindfunk' level is the weirdest multiplayer level ever! The floors move up and down and everything's set at weird angles.



▲ One of the strangest multiplayer levels in *Zero Hour* is where the entire level is coated with ice!



▲ The amount of explosive hardware available guarantees some spectacular showdowns in deathmatch mode.



Let's Twist Again!

The chameleon is back - and this time he actually looks like a chameleon!

Chameleon Twist 2 is Sunsoft's follow up to last year's innovative 3-D platformer, called (duh) *Chameleon Twist*. The original title was based around the adventures of a small round-headed alien who had to find his way through six weird worlds populated by all manner of strange beasts, using nothing but his immensely versatile tongue. Very popular with the ladies, our hero.

If you're wondering why the word 'chameleon' featured in the title when the game clearly starred an alien, the main character started out as a lizard before a rather unfortunate lizard/white rabbit/parallel dimension interface caused a slight DNA change. Now you know.

▼ We've heard of being in cloud cuckoo land, but this is just ridiculous! Check out those gorgeous rainbows though...



▲ Toy Land features this rather excellent rollercoaster, with cars shaped like mice! Aren't they cute?



▲ This has to be the ultimate nightmare for diet enthusiasts - being attacked by huge walking ice cream cones!



▲ Collect the carrots you find in each land and you can access various sub-games. Like this bowling game for example.

Tongue-Tired

The big stumbling block with the first game was the difficulty level. It was *far* too easy. Part of the reason for this was that you didn't need to complete all the stages in order to reach the final one; and part was just that the gameplay was *really* easy. This is one of the things which Sunsoft has dealt with for the sequel.

From the moment you enter the first level, it becomes apparent that this game is going to be *no* pushover. The structure of the levels, and the puzzles which need to be completed so that you can make it to the end safely, have been thought through a lot more carefully this time. You'll require practice, observation and careful timing to succeed.

One of the puzzles for instance involves crossing a large lake. Unfortunately, when you first come to the lake there are no platforms, just some posts on the far side and several strange fiery creatures which fly towards you. Swallow them with your tongue and fire them at the posts, however, and you'll find that for each post you light up, a boat rises from the depths to be used as a platform! Simple, huh? Except that each fiery creature burns out after a short time and the boat sinks back to the bottom, so the order in which you light them is crucially important. And this is only one of the very early puzzles!

◀ By using their extremely long tongue, your character can drag themselves across gaps which are too wide to jump.



▲ Expect some pretty huge platforms in this game, like these massive iceberg-type constructions in Ice Land.

Round The Twist

In the first game, the chameleon's adventures began when an *Alice In Wonderland*-style white rabbit hopped past him and disappeared down a rabbit hole and he rather recklessly followed. Obviously this time around, having got into a right mess last time for following the rabbit, our chameleon hero wouldn't be daft enough to do that again, oh no.

This time, the white rabbit, for some totally unfathomable reason, decides to try a bit of free-fall skydiving – without a parachute – onto our poor chameleon's seesaw. Chameleons are, after all, big

▼ Hmm... it's cold, everything's coated with snow. There's a sharp nip in the air... do you think this could be Ice Land?



◀ The Yellow Chameleon – looking a lot like a small bird – encounters some rather hostile snowballs in Ice Land.

fans of children's playground equipment. The unfortunate reptile gets hurled high into the air, sailing off to land – yes, you guessed it – in a magical world inhabited by strange creatures!

As mentioned earlier, the chameleons in this game actually look more like chameleons this time around, and that's not the only changes that have been made, appearance-wise. In the first



▲ This is not the sort of thing you'd try if you were scared of heights! How do you get across these posts?

▼ The Green Chameleon must make his way across the rock platforms via the rainbow bridges.



▲ One of the nicest graphical features of the game is the rainbow bridges that connect various platforms. Reminds me of a song...

All The Trouble In The Worlds

Chameleon Twist 2 features six levels in all. Unlike the first game, where the levels were divided into small sections, *Twist 2*'s worlds are big, all-inclusive areas. To prevent frustration, they're dotted with save points, so there's no need to panic!

SKY LAND

This world has two distinct sections – Sky and Fog. The Fog section wasn't actually playable at time of writing, but hopefully it won't just be an excuse for masking lots of pop-up! As you might expect from the name, the platforms are high among the clouds – try not to slip!

MUSIC LAND

You probably won't be surprised to learn that this features a whole variety of different musical instruments! A nice feature of this level is that many of the instruments you encounter make the appropriate musical sounds when you interact with them. Here's hoping for a gigantic keyboard like the one Tom Hanks played in *Big* – better get practising on your renditions of *Chopsticks*!

TOY LAND

Go on, take a guess! Oh, all right then, let's break the suspense – Toy Land is full of toys! How many hours did it take the game designers to think up that innovation then? Oh well, never mind. After all, who doesn't like toys? (Of course, if the toys were six-foot tall and trying to kill you, that might be another matter!)

OEDO LAND

This whole level is based around the theme of classical Japan. At first look, it bears startling similarities to *Mystical Ninja Starring Goemon*, with Japanese architecture and Oriental symbols dotted all over the place. The gameplay style is very different to *Mystical Ninja* though – Goemon didn't have a ridiculously long tongue, for starters!

ICE LAND

The old platform game classic! Of course, ice means it's slippery (so beware of sloping surfaces) and all manner of weird ice-themed enemies confront you. There's also a whole other world waiting below all the ice. If you fall into the water there's a very good chance that you'll find yourself in Water World!

ARABIA LAND

Following the general 'say what you see' theme that seems to be running through the design of this game, this land is indeed an Arabian-style adventure which involves all sorts of desert locations and creatures. No news yet as to whether there'll be camels, but how could you have an Arabian level and not have camels?



game your poor old chameleon, sorry – alien that used to be a chameleon – had to go through the whole adventure naked! That sort of thing would hamper even the mightiest hero, especially if it were cold. This time around, each chameleon gets their very own backpack, and there are 20 different sets of clothes too. The backpack is with you from the start, but the clothing must first be found before you can wear it.

Whether the different clothing will affect the gameplay or whether it'll simply be a nice aesthetic touch like the extra costume parts were in *Bomberman 64* isn't yet clear. However, one item which *is* important is your new backpack, for that carries your umbrella! This can be opened at the touch of a button, and allows you to float rather than fall, and to guide the direction in

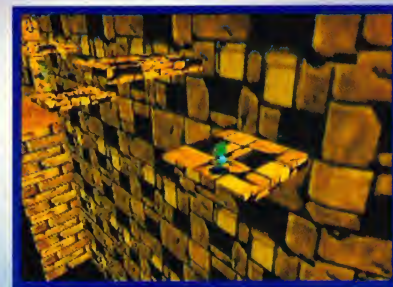
▲ The tiles in the floor of this section flip over and over, so you need to time your run and plan your path very carefully.

▼ Oedo Land contains all sorts of things that you'd expect to find in ancient Japan. Like these huge chameleon crushers.



▲ The Pink Chameleon is more than just a pretty face – she has a pretty damn versatile tongue as well.

▼ The patterning on the walls of this section makes it quite tricky to work out what the floating platforms are doing.



This game is going to be no pushover

which you descend. This new feature has been factored into many of the puzzles in the game, introducing the need for you to think before you leap.

Tongue-Tastic Mate!

Once again the chameleon can jump, eat, pull and stick to things with his tongue which you can steer in any direction using the analogue stick. The tongue can also be used when jumping or when gliding with the umbrella, so at times there might be a need to combine all three – jump, then glide, then grab with your tongue – to clear certain obstacles.

And that's about it! The only thing left to mention is the in-game camera. In the original *Chameleon Twist*, the camera was one of the less impressive features, often leaving you viewing a difficult jump from a particularly useless angle. In the version of *Chameleon Twist 2* which 64 MAGAZINE played, the final

status of the camera had yet to be finalised. Currently the viewing angle is predominantly fixed with a little lateral movement, forcing you to view the action from set angles. However, Anthony Bray, Sunsoft's European Development Manager, explained that this would be changed in the final version to allow you to view from most any angle. And that's a good thing, because *Chameleon Twist 2* promises to be difficult enough without making things even more tricky with an awkward camera!

CHAMELEON TWIST 2 IS DUE TO APPEAR IN FEBRUARY 1999. STAY WITH US AS WE DISH OUT SOME LICKS AROUND THEN!



▲ This section holds a particularly nasty surprise. You've got to jump across the rock columns with being knocked off.



▲ Green Chameleon unearths some sarcophaguses, all of which are probably dangerous.

▶ More rather impressive looking sarcophaguses can be found on this very atmospheric level – aren't they nice?



Wind, Rain And Sunsoft

Sunsoft Europe is based in a huge tower block in London. When 64 MAGAZINE arrived at the imposing skyscraper after braving the dreary London weather, we were fairly surprised to be led to a small corner office on the eighth floor in which the *entire* team for Sunsoft Europe is stationed. All three members.

Head of the division is Hardy Fujiwara. Under his capable leadership, the multitude of jobs that would usually be divided between countless numbers of people are handled by just two people, Nicky Thompson and Anthony Bray. Nicky handles Public Relations, Publicity, Marketing and a vast range of administrative tasks whilst Anthony deals with all aspects of game development. And that's for all titles on all formats, so as you can imagine, everyone's pretty busy!

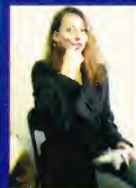
The international part of Sunsoft is based in Nagoya, Japan, and is a division of the Sun Corporation. The games that Sunsoft are probably best known for are point-and-click adventures *Myst* and *Riven*, although N64 owners will most likely be familiar with them from the original *Chameleon Twist*.



Hardy Fujiwara



Anthony Bray



Nicky Thompson

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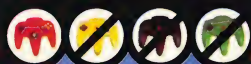
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The Legend The Ocarina Of Time

Ninfo

PLAYERS:



CART SIZE:

256 M.

RUMBLE:



Publisher: Nintendo
Developer: Nintendo
Game Type: RPG
Origin: Japan
Release: December 11 (TBC)
Price: £49.99



Memory Options

MEMORY:
Three save slots
CONTROLLER PAK:
N/A

\$64,000 Question

- + Massive play area
- + Will take a long time to finish
- + Excellent characterisation
- + Absorbing storyline
- + Brain-taxing puzzles
- + Fantastic combat system
- + Subgames good in their own right
- + Ingenious controls
- + Superb cut-scenes
- + Full of surprises
- + Genuinely funny moments
- Predictable boss attacks
- You'll eventually finish it!



▲ When Link awakes, seven years into the future, he discovers that peaceful Hyrule Castle has been replaced with Ganon's threatening fortress.

The game you've been waiting for your whole life is here at last!

How would you spend £14 million? You could buy a private jet, a huge yacht, a fleet of Ferraris, a diamond the size of Chris Evans' ego. Or, as Nintendo did, you could use it to create the greatest videogame ever. Your choice.

Before we start, it's worth pointing out that this is not a typical review. The conditions under which 64 MAGAZINE played the game were less than ideal; your editor had to travel to Nintendo of Europe's headquarters in



▲ Seven years of Ganondorf's evil influence causes the relatively harmless Deku plants to mutate into giant, more malevolent versions.

Of Zelda

If you have an N64, buy this game!



▲ Once he's been given the power by one of the Fairy Queens, Link can charge up his sword with devastating magical force.

Assendoneinwhere, Germany, to discover that not only was there only one computer capable of taking screenshots in the entire building, but it also had to be shared between 14 journalists from all around Europe, and didn't even become available until the afternoon of the flight back. On top of that, Nintendo was decidedly paranoid about the game, resulting in the laughable spectacle of various hacks being escorted around the Nintendo building by German officials with N64's under their arms, the *Zelda* cartridges padlocked firmly into place by

some dastardly apparatus from the Marquis de Sade's bedchamber. As one of the other Brits commented, "You wouldn't get this at Sony."

The weird thing? It was all worth it.

Play That Funky Music, Elf Boy

People have been waiting a very long time indeed to play *The Legend Of Zelda: The Ocarina Of Time*. After that kind of build-up, very few games are actually able to meet everyone's expectations. Case in point, this very issue; *Turok 2*. It's good, but it's not quite the knockout that people had anticipated.

Zelda, on the other hand, not only meets every expectation you had of it, but actually exceeds them. When it comes to what people will now demand of a top videogame, Nintendo has moved the goalposts off the pitch, into a lorry, down the road, into the airport, onto a plane and halfway round the world to a different continent entirely.

There isn't a single square inch of the vast game world that hasn't been subjected to intense scrutiny by Nintendo's designers, programmers and testers, and then polished to a finish so



▲ Inside the Deku Tree, Link discovers the slingshot. It's even more deadly than a Black Widow, and can be used to activate switches.

glossy it makes *Dulux* jealous. *Zelda* has the perfect learning curve, which makes what is actually quite a complex control system as second-nature as breathing by the time players leave the safety of the forest where they start and head into the wide world beyond. Link begins the game as a child with a couple of basic skills and the clothes on his back. In the process of exploring his home, Kokiri Village, he picks up the essentials of adventuring.

Navi Gator

Navi the fairy is Link's constant companion throughout the game. Although this means Link gets lumbered with nicknames like 'fairy boy', Navi's help is invaluable. She points out objects of interest, drops little hints about what to do next, targets enemies for him and even warns of impending danger by changing her colour.



▲ By charging up his sword, Link can unleash this devastating spin attack that wipes out monsters in one blow!

Shiggsy Speaks!



We flew all the way to Japan to interview *Zelda* creator Shigeru Miyamoto in his secret underground train that whisks him around Japan. No we didn't. We got this from the press release like everyone else. But it's still interesting stuff...

So, Shiggsy, what do you think is the secret of a great game?

Well, I think the most important factor is the correct mixture, ie the weighing of the different elements of a game. My successful principle bases on a 70 to 30 percent share, that is to say 70 percent of tasks to be performed and the remaining 30 percent of secrets and mysteries to be unveiled and solved by the player.

How does *Zelda 64* compare to *Mario 64*?

In the creation of *Super Mario 64*, I was actually the director of the game, this time I am the producer. In *Zelda 64*, there are actually four directors, responsible for different fields of the game.

How many people were cracking away on *Zelda*?

About 40-50 persons, the biggest development team ever involved in the creation of a game! Additionally, we closely co-operated with another company to perfect the programming of the adventure. If we add this group to our own team, I can say that about 120 persons were involved.

How big's this sucker, then?

This is a difficult question to answer, for the playing time depends on each player and on his individual skills. Its scope is at least comparable with *The Legend Of Zelda: A Link To The Past* [SNES] but the player now has many more possibilities to move around freely and explore even distant places on the world's surface. I think that it will take a versed player at least 40 hours of gaming to finish the adventure.

Cheers, Shiggsy. Next time you're in Bournemouth, drop by the Jug of Ale for a pint!





As the game begins, Link (who can be renamed if you want) is summoned by Navi the fairy, who from then on becomes his constant companion, to see the Deku Tree. This big old stick is the guardian of Link's village, but his roots have recently been infested with evil creatures. He also knows that Link's been having nightmares about a malevolent force taking over the world – realising that it could be a prophecy, the Deku

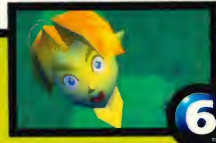
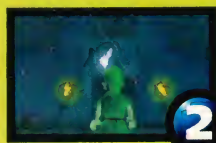


▲ The leader of the Gorons is depressed when Link first meets him. After cheering him up, Link learns what he needs to do next.

Nightmare On Kokiri Street

In the opening sequence, Link is plagued by a recurring nightmare. Standing at the drawbridge of Hyrule Castle in a storm, he looks up to see a horse racing past, the rider holding a young girl who looks helplessly at Link as she passes. Moments later, another horse leaves the castle, this one bearing a malevolent-looking man who stares threateningly at Link just as he wakes up in terror.

In the course of the game, the dream comes true, but things are not as they initially seem. In fact, they're worse – and Link finds himself at the centre of it all...



A View With A Room

Inside certain buildings, polygon scenery gives way to rendered backdrops. Many of these rooms can be viewed from different perspectives; here's what Link's home – where he starts the game – looks like from ground level and from the ceiling.



◀ There are two ocarinas in the game. Playing the right tune at the right time can help Link through his quest.

Tree decides that Link is the key to preventing a catastrophe. Once the Deku Tree has been fumigated, Link has to set out into the world of Hyrule to find the young girl glimpsed in his nightmares... Princess Zelda.

As Long As You've Got Your Elf

If you've played any of the previous *Zelda* games, there are many things about the N64 game that will feel familiar – places, people, being able to pick up chickens and hurl them around like feathered beachballs. If you haven't played one of the older games, there's no need to worry – the Tolkien-style world is a fantasy archetype, and after a couple of minutes you'll feel right at home.

On the surface, *Zelda* might look similar to *Mario 64* or *Banjo-Kazooie*, in that you control a character who can roam freely through a 3-D world. If you're expecting a platform game, though, you're in for a shock.

▼ Fire Bats are a hazard in Dodongo's Cavern, swooping down from the ceiling and setting Link ablaze if they hit.





▲ Link needs to keep an eye on the position of the sun – once it sets, the undead crawl their way from the soil of Hyrule Field and attack!

While there are places where Link has to leap from ledges and climb up cliffs, the game engine is smart enough to perform these actions automatically when needed. What, no jump button? Run Link at the edge of a raised area and he'll jump, move him to a ladder and he'll climb, send him into water and he'll swim. Taking these actions out of the hands of the player may seem as though control is being surrendered, but it isn't. Only donkey work is being given up – more specific actions are still entirely up to you.

The key to all this is the incredibly clever control system. The A button is the 'action' command, which depending on circumstances lets Link open doors, talk to people, enter small spaces, climb walls, push objects, uproot plants, attack enemies, jump in battle... the list goes on. You only have to glance at the icon at the top of the screen to see what Link can do at any given moment.

The B button controls Link's main weapon – by using this in conjunction with the analogue stick, he can make different kinds of attack – and R brings up his shield. The ingenious part of the combat system is the use of the Z trigger as well. By holding Z while attacking, Link locks onto an enemy and will always face it, even while moving around. The combination of these three buttons gives players what is



▲ Link has defeated the four ghosts holding the torch flames, opening the way to reach the dungeons of the Forest Temple.



◀ Once Link is able to use bombs, he can blast open previously sealed passageways.

The game looks gorgeous!

quite simply the best combat system ever. Until you've used it in action it's hard to appreciate just how good it is, but Link can dodge, feint, probe for weaknesses, defend and dart in for devastating effect against multiple opponents, without the action ever becoming confusing.

Even the inventory system is ingenious, with no need to keep stopping the game to switch between items. Using the objects that Link collects is simplicity itself. On the Select Item subscreen, move the cursor over an item, push whichever C button you want to assign it to, and that's it.

Back in the game, every time you push that C button the item will be used, be it a weapon, a magical spell or a fish in a bottle.



▲ It's worth watching what goes on behind the logo – it'll give new players an idea of the lie of the land.



▲ Once a weapon has been assigned to a C button, it can be accessed instantly. These wall switches have to be hit by arrows to activate.



▲ The Hookshot acts like a ninja grappling rope, pulling Link towards anything it attaches to. It can also be used to drag objects to Link.

Dog Fight!

Zelda's combat system is fantastic; it's easy to use, but flexible enough for you to use all kinds of tactics to beat your enemies. Here it is in action...



Outside the Forest Temple, the older Link encounters two werewolves. Using Z to lock onto one of them, he circles and darts in with his sword...



...then, when the monster attacks, raises his shield to ward off its raking claws...



...before quickly running round behind it and delivering a death blow to its unprotected flank. Exit one werewolf – any more for any more?

Status Quo

Pressing Start takes Link to the various status screens, where his progress through the adventure can be checked.



▲ The Equipment screen is where Link selects his primary weapons and armour.



▲ The Select Item screen shows what's in Link's inventory. Items can be assigned to the C buttons for instant readiness.



▲ Need to know how far Link has got through his quest? Take a butcher's at the Quest screen to find out.



◀ The Map screen has two modes – the first is when Link is outdoors, showing an overview of Hyrule...

▼ ...the second comes into effect when he goes into a dungeon. Finding the Map and Compass lets Link see all the undiscovered areas.



▲ Skulltulas are giant spiders, afflicted by a magical curse. Larger ones have tough bony shells on their backs...



▲ ...but can be killed by hitting their soft underbellies. Killing Gold Skulltulas gets Link a token that can help lift the curse.

Icon See Clearly Now

Once Link gets out into the big wide world, the game becomes a mixture of combat, exploration, character interaction and puzzles. Hyrule is vast, but is laid out in such a way that players don't have to spend hours slogging back and forth between areas. It's usually made clear where Link needs to go next, and if you forget, the in-game map helpfully puts up flashing icons to show places of importance. Later in the game, shortcuts become available to cut down still further on travelling time.

A few people have been heard to complain about *Zelda*'s lack of support for the Expansion Pak. You know something? It doesn't need it. The game looks gorgeous enough as it is; it's hard to see how banging in a few extra pixels

on screen could improve matters. Watching the sun set over Hyrule Castle, battling against the massive bosses, seeing the lengthy expository cut-scenes unfold or just sitting down to go fishing... everything looks superb.

Zelda, unlike most games, goes to great pains to give its characters... well, character. Minor actors are given typically Nintendo exaggerated facial characteristics to make them stick in the

Even your dreams

memory (the Quasimodo-like gravedigger, Talon the bog-eyed, sinister-tatched farmhand with ideas above his station) and major characters like Zelda, Seria, Ganondorf and Link himself have facial expressions that perfectly emote their feelings. The characterisation helps pull you into the story in a way no videogame has managed before.

There are also plenty of delightful comedy moments that help provide relief from the main story. From Navi banging head-on into a fence in an opening scene, to Goron disco dancing, to fun with chickens, even the most cynical will crack a smile.

The closest comparable game to *Zelda* would be *Final Fantasy VII* on the PlayStation. But that's not really a fair comparison, because *Zelda* hammers *FFVII* into the ground on every level.



▲ Blocks in some areas have to be moved around so that Link can climb up to high ledges. They can also be used to hold down switches.

Somebody Stop Me!



The Happy Mask Shop in Hyrule Castle Town lets Link engage in a bit of junior capitalism by buying and selling masks. Isn't that Pikachu up there?



Filmed In Vistavision!

Hyrule Castle is home to a market, which in Link's childhood is a happy, bustling place. Unlike most of the game, the town is viewed from a fixed position, the camera rotating to track Link

through the square. Seven years into the future, though, Ganon's baleful influence has trashed the joint – the only occupants are zombies who jump onto his back and start biting!



◀ When the blue action icon says 'climb', Link can clamber up onto these moveable blocks. He climbs automatically onto normal walls.

of them are straightforward enough – anyone who's ever played *Tomb Raider* will feel right at home with the sliding block sections. Other parts require more imagination to solve. Some of the puzzles seem impossible to work out at first, until with a mighty slap of the head and a cry of "Duh!" you suddenly realise what has to be done. If you remember that all the necessary clues and items are available by the time you reach a puzzle, and that for the most part things behave as they do in the real world, you'll get there in the end.

If you ever get stuck, then it's almost certainly your fault for not exploring the vicinity properly. In the whole intensive 22-odd hours play at Nintendo HQ, there was only one time – quite near the start of the game – when Link had to go back

to an earlier point to get something he'd missed in order to solve a puzzle. The rest of the time, when you reach a problem, the means of solving it is either a short distance away or already in your grasp – you just have to work out how to use it. Just as a hint to new players, which won't spoil the game at all, once you've been given the ocarina it's worth going back and finding the person who gave it to you again before you begin the main adventure. It'll save you a walk later on!

I'm Huge!

Just how big a game is *Zelda*? In the course of two days at Nintendo of Europe's headquarters, 64 MAGAZINE put in about 22 hours of play. To put this in perspective, it took 12 hours to complete just the first, relatively straightforward

will revolve around saving Hyrule?

Because *Zelda* never takes you out of the game world, unlike *FFVII*'s constant stop-start turn-based attacks and CD access, Nintendo's game completely immerses you in the story and gets you involved with what happens to the characters. You might sniffle a bit when Aeris buys the farm in *FFVII* (oops, did that spoil it for you?) but Link's adventures are so absorbing that even your dreams will revolve around saving Hyrule. I speak from experience.

Never Mind The Blocks

Like most adventure games (apart from *Holy Magic Century*, which took the brave step of not bothering with all that tedious discovering stuff in favour of hour after hour after hour of random monster attacks) *Zelda* has loads of puzzles and problems that have to be solved before Link can progress. Some



▲ The Temple of Time is where Link must bring all three Spiritual Stones.

▶ The Deku Tree has been overrun by evil creatures. Even if Link cleans them out, will he be too late to save the tree?



▲ This bizarre corridor twists as Link runs along it. Straightening things out is the key to reaching new rooms.



Horse Trading

Epona is Link's horse – or will be, if he can free her from the farm by taking on her owner in a race. Before he can ride her, he needs to gain her trust, something that has to be done when Link is a boy...



Chesty Morgan

Treasure chests dotted around the dungeons contain useful items, like weapons or, in this case, a map of the dungeon. If Link can find the compass hidden in each level as well, it helps him uncover secret areas.



▼ Spirit Ganon is the boss in the Forest Temple – he emerges from the portraits and rides overhead, firing green lightning bolts.



▲ Link has to shoot down the evil spectre with arrows, then power his sword up to finish him off. It's harder than it sounds!

part of the adventure, at the end of which Link winds up seven years older. According to Nintendo, a player who has already completed the game, knows where everything is and how to defeat all the enemies, would take about 40 hours to reach the finish. And that's only 70% of the game! As well as the main quest to save Hyrule, there are all kinds of smaller missions, challenges and amusing subgames to do on the side.

Some readers gave us stick for saying *Banjo-Kazooie* was challenging when they finished it in no time. Well, apart from saying that these people should get out more, we can confidently say that it will be quite a while before *Zelda* gives up all its secrets. Remember, you need to eat and sleep and stuff like that.

Obviously it wouldn't be a proper 64 MAGAZINE review without finding some things to complain about, so here goes; once you've figured out the pattern of a boss's attack you can always beat them without harm; you can't speed up text, only skip it; the targeting system occasionally takes a few tries to lock on; narrow corridors put the camera too close behind Link for comfort; the chirpy music drills into your head like a Cerebral Bore and won't leave. As far as things wrong with the game go, that's pretty much it. You'll live with them.

▼ All the time the stable girl was pouring out her heart, Link was staring at her breasts. Typical!



The game of the century!



▲ The ball-like Dodongos lurk in wait throughout Dodongo's Cavern. Luckily, they die like dogs when hit with a bomb!

64 Bottom Line Controls



Alternatives

Banjo-Kazooie: Nintendo (£49.99)
Reviewed: Issue 16, 95%
Holy Magic Century: Konami (£49.99)
Reviewed: Issue 21, 54%

Rating Graphics



Audio



Gameplay



Challenge



Overall %

98

Soundbite

The best game on the N64, and quite possibly the best game ever!

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TUROK 2: SEEDS OF EVIL

64 MAGAZINE REVIEWS

Written by:
Andy McDermott

38

Turok Seeds of Evil

It's here at last, and we've got the first proper review! With added dinosaurs!



Memory Options
MEMORY:
N/A
CONTROLLER PAK:
Saves position



- \$64,000 Question**
- ⊕ The graphics
 - ⊕ The sound
 - ⊕ The music
 - ⊕ The weapons
 - ⊕ The deathmatch game
 - ⊕ The hi-res mode
 - ⊖ The trudging about
 - ⊖ The repetitiveness
 - ⊖ The horrid default weapon select

Ninfo

PLAYERS:



CART SIZE:



RUMBLE:



Publisher: Acclaim
Developer: Iguana
Game Type: Shoot-'em-up
Origin: USA
Release: December 4 (TBC)
Price: £39.99

64 MAGAZINE SIZZLER

There's an old saying, "Size is everything." There's another, diametrically opposed, old saying, "It's not size, it's what you do with it." Obviously they can't *both* be true. Which is correct? And why is this usually tackle-related question dangling from the front of a game review? You'll see.

After all the waiting, and all the hype, and all the delays, the finished version of *Turok 2: Seeds Of Evil* is finally here. It's got hi-res graphics (if you've got an Expansion Pak plugged in). It's got a multiplayer game (which other 'reviews' strangely failed to discuss in any detail).

It's got more blood, gore and giblets than the Smithfield Market's annual screening of *Cannibal Holocaust*. But has it got what it takes?

64 MAGAZINE was pretty much the lone voice of dissent when it came to the original *Turok* – while it certainly looked good for its time, we thought that the amount of platform jumping and repetitive action made it frustrating and ultimately boring. Although it might have had polygon enemies instead of flat sprites, it wasn't really any better than *Doom*. If anything, *Doom* had the

Frag Tag is what vi

Rez It Up!

If you weren't convinced that an Expansion Pak was worth putting on your Christmas list, these shots should help you decide! *Turok 2*'s hi-res mode is awesome to look at, and, apart from the occasional bit of slowdown when things get too hectic, is as fast as the lo-res game. This is the future of gaming, people – and you don't need to blow over a grand on some poncy high-spec PC!



▲ This screen greets you if you switch on your N64 with *Turok 2* in the slot and an Expansion Pak in its little cubbyhole.



▲ If you want to see the difference between the lo-res and hi-res modes, compare these biobots. The low-resolution bloke is on the left.



▼ If you thought that the bosses were scary enough before, you, as Al Jolson once said, ain't seen nothin' yet!



▲ Four times the number of pixels on screen means a rather more visceral experience for the player!



▲ Even the deathmatch game can be played in high resolution! See every bullet impact on your mate's flesh.

k2 f Evil

edge in terms of level design and action, already being one of the world's most popular and playable games. So what about *Turok 2*? Have the lessons been learned?

Ladia Da

One of the ironic things about *Turok 2* is that the first level, where players get their initial exposure to the game, looks rather dull even compared to older games like *Goldeneye*, and definitely up against its own later levels. Dropping into the Port of Adia for the first time, if you haven't been exposed to shots of the later levels (and if you haven't, why haven't you been reading the magazine recently?) you'd be left wondering about

the bigness of the deal. Stone walls. Fog. Wow.

There are no such problems with the evil creatures that inhabit the game. Although it's a surprisingly long time before *Turok* actually runs into any bad guys, you won't be disappointed. The enemies are big, very detailed, brilliantly animated and die in the most gloriously gruesome ways imaginable. Obviously you can't do much with a mere bow and arrow or pokey little pistol, but once the bigger weapons fall into your hands the carnage doesn't stop until you run out of ammo. Blam! Head blown clean off! Boom! Arm severed! Buh-koom! Entire upper torso blasted into chunky salsa! Vreee-skazzzaaarurururr-whap! Brain matter forcefully extracted and splashed over the wall!



▲ The triceratops looks good in the normal game, but it looks fantastic in hi-res!

This is huge fun at first; clever use of 2-D sprites gives the spouting blood an unsettlingly realistic look, and hitting a toothy monstrosity with a sufficiently powerful weapon actually plasters their vital fluids over the wall behind them. After a bit, though, you realise that there are only a few basic animations – standard death, lose an arm, lose the head, blown in half, and so on. Once you realise that you're going to see the same thing every time, the appeal of the OTT gore soon wears off. Yes, it is possible to get bored of exploding heads. Hard to believe, but true.

Switch Me On

Puzzle-solving in *Turok 2* hasn't really moved on since the days of *Doom*. The process goes as follows; find switch, go

through newly-opened door, kill all monsters, find switch, go through newly opened door... Although there are special items to uncover and mission objectives to complete on each level (rescue prisoners, destroy armouries, that kind of thing) the relatively linear level structure makes it pretty hard *not* to complete them.

You don't play *Turok 2* for its mind-bending puzzles, though, do you? Killing bad guys is what it's all about. The problem on some levels is that you still frequently have to backtrack through previously-explored sections to fulfil the mission objectives. The

superb visuals don't compensate for the fact that you spend an awful lot of time wandering through identical corridors and tunnels, which very quickly becomes repetitive.

Goldeneye's levels were, on the whole, fairly small, but they were so well-designed that you didn't really notice. Every section had a purpose. In *Turok 2*, on the other hand, the levels are huge, but most of the space is just that – space. More often than not, opening up a new section doesn't reveal some interesting structure or complex arena, but just miles of corridors that lead to another



▲ What's worse than finding a zombie in your graveyard? Finding half a zombie! Badabing, bada... ah, whatever. Blow 'em apart and they just keep coming.

Four On The Bore

The one-player game may look great, but the real meat of *Turok 2* is in the deathmatch! Up to four people can square off against each other with big guns and see just who is the hardest of them all. When Cerebral Bores start flying around the place like lethal confetti, crying like a baby won't help you!

There are three different modes of play in deathmatch. Enjoy them while you can, for the repressive forces of No Fun will doubtless soon try to crack down on this sort of thing and ban it. What's your favourite?

BLOOD LUST

Simple and to the point. Run around the arena and kill everyone you see. The person with the most ears on their necklace at the end wins.



At the price, you can't go wrong!



▲ The Mantid egg chamber houses an embryonic queen – find it, shoot it, and stomp on it.



▲ The embryo is dangling inside this pulsating egg sac. A few thousand rounds should take care of its royal ambitions.

FRAG TAG

Cruelty to animals for fun and profit. One person becomes a small and helpless monkey, the icons on their screen turning into a target just to rub it in. Everyone else has but one objective – kill the monkey! If the monkey reaches a teleport, the player regains human(oid) form and someone else becomes the target. Start running, Diddy...



▲ Dance for us, monkey boy! The gibbering primate is treated to 10,000 volts of Charge Dart power.

▼ The wall textures in the arenas can be chosen before you play. It's a bloodbath in the Tellytubby house!



▼ It is possible to evade the Cerebral Bore, if you're far enough away, can get round a few corners and run very fast!



TEAM BLOOD

Co-operation, not random brutality, is the key here. Players join either the red team or the blue team (their skin and clothing turning that colour) and then start gunning down the opposition. Your team-mate will inevitably shoot you in the back at some point. Still, that's life... well, death.



switch (the last level, Primagen's ship, is a particularly bad offender). Along the way, monsters jump out, you kill them and move on. Not very inspiring. There certainly are clever and/or imaginative areas in *Turok 2*, like the triceratops ride, graveyard zombie attack, giant spider nest and Mantid egg chambers, but you have to slog to reach them.

One of the most heinous flaws of the first *Turok* is back – the need to make pixel-perfect jumps over huge gaps, which in a game where you can't see your own feet is always a tad difficult. The problem isn't nearly as bad here as in the original game, as there are only a few places where a bad jump sends

Turok plunging to his doom, but having to skip up a series of platforms only to skid off the top one and drop to the bottom again stops being fun before you even hit the ground.

Shallow Grave

After all the aforementioned waiting and hype, *Turok 2: Seeds Of Evil* has – as a one-player game – turned out to be good, but not the world-shaker everyone was expecting. While the hi-res visuals prove that the N64 still has a lot to offer if pushed hard enough, the gameplay

underneath it is all is curiously shallow. Too much time is spent strolling through tunnels and corridors in order to reach the next gaggle of enemies, who are then despatched in a quick flurry of brainless shooting. There isn't much in the way of exploration, because *Turok* is all but shoved in the direction of the next teleport.

The real shame is the lack of imagination. All the creatures look great, but they don't really do anything surprising – they just see you and either start shooting or charge. The occasional sideways roll or dodge behind a boulder apart, there isn't the slightest hint of intelligence between the lot of them. Even the bosses, which are stunning to

▼ Three Sisters of Despair haunt the River of Souls. Don't fancy yours much – I'd rather have the Sisters of Murphy's!



▲ Arrows aren't all that lethal, but they stick in enemies until they die. Turok can then collect them from the corpse and use them again!



▲ Two Soul Gates are responsible for the invasion of the undead. Destroy them both to keep the corpses where they belong.

Walk The Dinosaur

Level 2, The River of Souls, is a level you won't have seen much of in any other magazine. Why is this, we wonder? Obviously it's not because the game was 'reviewed' from preview versions that didn't have Level 2. No decent mag would ever do that!

Still, never let it be said that 64 MAGAZINE doesn't do its bit to make up for the shortcomings of others. The start of Level 2 sees Turok playing mahout on the back of a heavily-armed triceratops as he ploughs through a city that has been overrun by the dinosoid forces. Let's get horny!



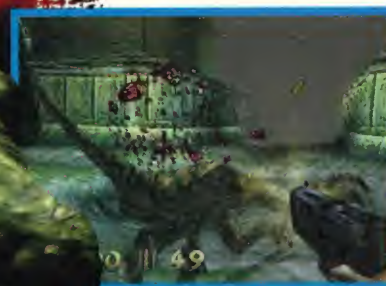
▲ Turok's steed awaits in a shed near the start of the level. Just run up to him to hop aboard.

▼ Mortars bombard Turok with shells. To destroy them and open gates, fire has to be arced onto them.



▲ The level is littered with defensive turrets. They'll make you swear – they've got turret's syndrome!

▼ The mere sight of the charging t-tops is enough to panic the enemy and send them running screaming.



▲ Raptor. Not the only dinosaur in Turok 2. So much for promise number five!

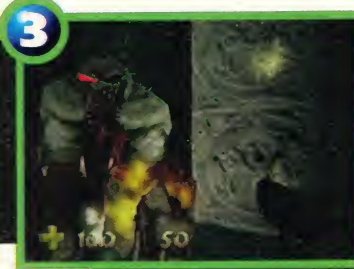
watch, just follow familiar old patterns. Find the first weak spot, pick it off, find the next one and so on until it screams its last.

Die! Die! Die!

What saves *Turok 2* is the multiplayer game, which is faster and smoother than *Goldeneye*, and has tighter levels that are better suited to pure insane gunplay. It's the nearest thing you'll get to *Quake 2* on the N64 – well, at least until *Quake 2* itself arrives.

With the smaller deathmatch levels, you are – especially with four players – never more than a corner away from





▲ You know what they say about heavily-armoured Juggernauts with big swords.



▲ On the other hand, this fella doesn't have a sword at all, and you can see why!

running into somebody with a very large gun. This makes things a lot more frantic, and the emphasis on the vertical axis – several of the deathmatch arenas are multilevel extravaganzas, with plenty of platforms for sniping – means that you can be attacked from almost any angle. Some arenas even have underwater sections, where combat is wrought with harpoon guns and torpedoes, that really turn things on their head!

The only disappointing thing about *Turok 2*'s deathmatch is the lack of options, which in *Goldeneye* allowed players to create the perfect custom killing zone. All *Turok 2* offers is a weapons screen where the appearance or otherwise of particular bits of hardware can be set – fed up of being whacked in the back of the head by the Cerebral Bore? Switch it off! – and a fairly basic handicap setting. The equivalent of the Licence To Kill mode

would have been fun, though to be fair this can be simulated if players concentrate on getting instantly-lethal head shots. The actual characters are nondescript as well – hunting some generic dinosaur bloke isn't nearly as engaging as chasing down Oddjob. Piffing little quibbles like these don't prevent *Turok 2*'s deathmatch from being fantastic, and good enough reason to buy the game on its own. Is it better than *Goldeneye*?



▲ The Cerebral Bore in all its glory. Pick this up, and enemies will have splitting headaches that even Anadin won't cure.

▶ Any resemblance between this monster and the tanker bug from *Starship Troopers* is almost certainly a pure coincidence!

◀ The satchel charge, to the left, is needed to blow up a thermal vent. The Blind One is, naturally, keen to stop you nuking his home!



Alone In The Dark

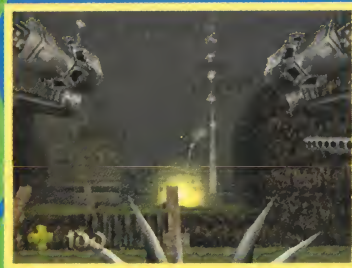
Who says videogames can't be scary? This crypt, deep into the River of Souls, is home to one of the evil Sisters of Despair. It's also home to dozens of rotting zombies. Once your torch runs out, which it will very quickly, everything goes black – the only light comes from the flash of your gun and the evil red eyes of the undead. You can't see them... but you can hear them!

Arguments raged over this point for quite some time. Ultimately, it's probably as good – the characters don't have the instant recognition value of *Goldeneye*, but the speed and furious nature of combat compensate, and the sheer glorious sadism of *Frag Tag* is what videogames are all about!

Spilling Seed

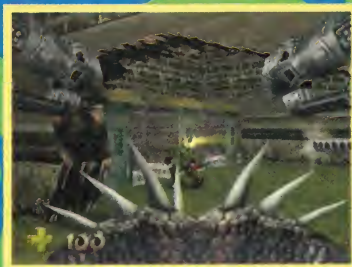
So, going back to the question at the start of the review, what's the answer? In the case of *Turok 2*, size definitely isn't everything. The sprawl of the levels makes getting around a long-winded business, and most of the time you know that the only thing at the end of it will be another switch or a teleport.

The enemies die in the most gloriously gruesome ways imaginable!



▲ Turok comes under massive mortar fire. To raise the bridge, all the mortars must be destroyed.

▼ Keep an eye open for weak-looking walls – they hide secret areas, like this dinosoid khazi storage area!



▲ If enemies get too close to bring the triceratops' guns to bear, just run him into them. Squish!

▼ And there's the end of the section. Ride into the shed, then dismount and continue the carnage on foot!



Splaaatch!

One trophy that *Turok 2* will definitely have in its cabinet is the 'Goriest Game Of The Decade' award. The game has got some of the most gruesome deaths of all time – feast your eyes on these! Or hide behind the sofa!



2nd opinion

This game is *huge* and has some extremely cool monsters, weapons and puzzles. However, that doesn't detract from the fact that a lot of your time is spent running endlessly down tunnels. Luckily the deathmatch game more than makes up for this! **ROY KIMBER**

Rating



► Turok's mission on Level 5 is to commit genocide on the Mantids. He makes the Starship Troopers look like Gandhi!



▼ Turok can use the warp portals to enter this temple and make offerings to his ancestors. In return, he's granted special powers.

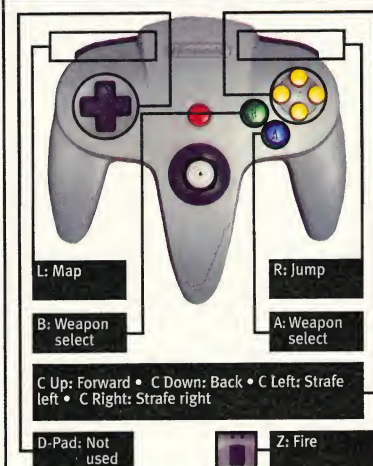


What's missing from *Turok 2* is something that *Goldeneye* had by the bucketful – involvement. Rare's game had all kinds of different objectives, hidden secrets, little quirks and opportunities to try alternate ways to complete the missions. *Turok 2*? Kill enemies, find switches, reach teleport. It's *Doom*, basically – a glorious-looking update of *Doom*, but *Doom* nevertheless.

Fortunately, the deathmatch game compensates – if you can get three friends around they won't want to leave, and at the very least the one-player game offers stunning eye candy and a lot of challenge. Besides, at the price, you can't go wrong. It's just a shame that the fabulous advances in visuals and audio weren't accompanied by similar strides in gameplay.



▲ Turok sometimes comes under attack from four or five enemies at once. Slowdown does rear its jerky head, though.

64 Bottom Line
MAGAZINE
Controls

Alternatives

Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 95%
Forsaken: Acclaim (£59.99)
Reviewed: Issue 14, 93%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

90

Soundbite

Slightly disappointing as a one-player game, but pant-wettingly great in deathmatch mode!

Endless Variations...

PENNY RACERS

Limited only by
your imagination



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Ninfo

PLAYERS:



CART SIZE:

128
M.

RUMBLE:



Publisher Midway/THE Games

Developer: Psygnosis

Game Type: Racing

Origin: UK

Release: January 1999

Price: £49.99

\$64,000
Question

- + Faster than a speeding fast thing
- + Handles like a dream
- + Great two-player mode
- + Fantastic music!
- Fairly bad pop-up
- Only seven tracks
- Only five vehicles
- Naff three and four-player modes

Memory
OptionsMEMORY:
NoneCONTROLLER PAK:
Stores best times,
hidden tracks and cars

Wipeout

Fasten your seat belt, strap down the cat and prepare for the ride of your life!

This issue has seen an absolute glut of racing games finally reach the N64, and one of the most highly anticipated among them has to be *Wipeout 64*. As with *V-Rally 99*, reviewed later on in this issue, when the original version of this game appeared on the PlayStation people loved it. If you're one of those people that reads your magazines from the back, then you'll already know that the N64 update of *V-Rally* wasn't quite everything it was hoped it would be.

Thankfully, *Wipeout* fans will be relieved to learn that *Wipeout 64* fares slightly better.

For those new to videogames, or perhaps just those who never owned (or just plain despise) the PlayStation, *Wipeout* is a game which has a lot in common with *F-Zero X*. Both games involve racing cars that hover just above the track. Both games involve tracks which plunge, dip and twist all over the place, taxing your driving skills (or should that be piloting skills?) to the limit. The biggest difference between the two games, though, is the *Wipeout* element of weapons.

Air-Raising Thrills

In *F-Zero X*, aside from the two not-very-dangerous special attacks, players are forced to rely on their finely-honed driving skills to succeed. Conversely, in *Wipeout 64*, while driving talent is still more or less a prerequisite, players also have the additional option of blowing competitors off the face of the track with any of the ten different weapons, while



▲ Next to the finish line is an area which recharges your shield energy if you pass through it.

The three and four-player mo

at the same time using various defensive measures to foil any retaliation. Weapons are collected by passing over the weapon grids which you find on each track, plus there are also boost grids which give a temporary burst of speed whenever you need it – which is all the time!



▲ Some of the scenery in *Wipeout 64* is extremely impressive even with the pop-up. Like this scary tunnel, for example!



▲ In this two-player shot you can see the scenery just ahead starting to draw-up. This is worse on some tracks than on others.

64

▼ The electrobolt weapon causes enemy engines to stall, slowing them down and draining their shields. They also lose manoeuvrability.



▲ At the start line, for a fast start hold the accelerate button to build up your power then tap it to keep the power near the top.

One slightly disappointing element of *Wipeout 64* is the number of cars and tracks that you get within the game. Players choose from a selection of only five different cars (compared to the 30 in *F-Zero X*), the first four of which are immediately accessible while the fifth must be earned during the game. As for tracks, the game boasts a rather minuscule seven (compared to *F-Zero X*'s effectively infinite number of courses!) with the final one again needing to be earned before it can be accessed.

There are many different playing modes within the game, which goes some way towards making up for the lack of tracks. You can race in Normal mode, where all weapon grids and boosts are active and the point is to



▲ Choose from one of six available tracks to begin with, and complete the time trial challenge mode to unlock the last one.

The Teamsters!

Just like the Formula 1 racing of present day, in *F5000* the best drivers race for a team... in fact you can't race without one! Your choice of employers is as follows...

Feisar

A European consortium, Feisar's craft are easy to handle and accelerate well. They're the best craft for newly-qualified rookie pilots.
SUPER WEAPON: Minigun

AG Systems

This Japanese team runs craft which are highly manoeuvrable but have lousy shielding. They do have quite a nice turn of speed though.
SUPER WEAPON: Shield Raider

Auricom

They're American, so it shouldn't be any surprise that they go for power over everything else. Sadly, this gives Auricom's craft fairly naff handling.
SUPER WEAPON: Energy Sphere

Qirex

This Russian team runs a ship that's fast but which eats energy. Their craft is also very difficult to master, making it a no-no for beginners.
SUPER WEAPON: Power Snare

Piranha 11

So secret they don't even reveal their logo at first, the Piranha Corp field has a super-fast, highly manoeuvrable craft but won't take you on till you've proved your worth.
SUPER WEAPON: Find out for yourself!

des let the game down a little...

come first any way you can. You can compete in the Racing mode, where the weapons grids are switched off and – like in *F-Zero X* – your flying/driving skills and 14 other ships are the only thing between you and the finish line. You can race solo in Time Trial mode with only a ghost racer for company, and

there are also several challenges in which you must race a specific car on a fixed track under pre-set conditions (weapons, no weapons, and so on). These modes add a great deal of variety to the overall racing experience, but they don't change the fact that ultimately you're racing the same few cars over the same few tracks.

Wipeout All Opposition!

However, where *Wipeout 64* really comes into its own is with the racing classes. There are four classes in the game, Vector, Venom, Rapier and Phantom, and they are arranged in



▶ Super weapons are essential pieces of kit if you really want to do some damage. Or when someone wants to damage you!



▲ Racing in challenge mode means that the car, track and available weapons are all pre-set for you.



▲ Certain tracks include some rather large jumps, which aren't really much of a hazard but are quite nice to go over.





▲ Race in two-player mode and you still get a full complement of CPU opponents, making for more interesting race.

ascending order of speed. This means that the Vector races, while not slow by any means, are still the slowest of the game. As you move up through the classes, the races get faster, until you reach Phantom and the racing is so fast it's scary!

The best part of this is that unlike a game like XG2, where as the races get faster the vehicles get harder to control, in *Wipeout 64* the faster the races get the better the craft handle. This is because in *Wipeout 64* there's more vertical freedom as you get faster, and the higher off the track your car climbs the better you can anticipate the bends. If you can keep up your speed without crashing, it's possible to have your car literally flying round the track, hardly coming near the walls and floor at all! And this is what makes *Wipeout 64* so good. The more you practice, the better your car performs and the more you get out of the game as a whole.

Two's Company...

If the multiplayer mode were up to this standard, then you'd be looking at a 90%+ game. Sadly, although the two-player mode is great, the three and four-player modes let the game down a little. The player windows just don't show you enough to make playing with more than



▲ Sadly in four-player mode there isn't a lot to the scenery on the track, and the small windows make it difficult to judge bends correctly.

Eat This!

Each team has their own special super weapon, which is available once per race if you're lucky enough to obtain it! Here the Feisar vehicle blasts away with a minigun, but the other teams have weapons that are just as nasty – like the Auricom Energy Sphere!



► This track contains an absolutely huge gap. Although it doesn't look like it, it's pretty difficult to come off the track though.



▲ The autopilot is useful – to a point. It gets you round difficult bends in the track but inevitably cuts out just in time for you to crash.



▲ Should you, through some fluke of incredibly bad driving, manage to come off the track, this hover-thingie rescues you.



one other person anything like as good as the one-player.

This disappointment, combined with the fairly bad pop-up – which is nevertheless hugely less than the pop-up in *V-Rally '99* – means that *Wipeout 64* ends up as a great game, but one that doesn't quite fulfil its potential. If you liked *Wipeout* on the PlayStation, then you'll like this, although it has to be said that some of the tracks are scarily similar to the PSX version. If you've never played *Wipeout* before, then don't miss *Wipeout 64*, even if you've already got *F-Zero X*. No self-respecting N64 racing fan should pass up the chance to take *Wipeout 64* for a spin!

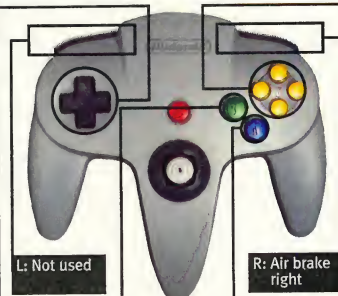
2nd opinion

Wipeout 64 is fast, has excellent music and even makes a fair bash at a four-player game, but something's lacking. It feels a little bit dated, and the controls don't seem quite as well-tuned as the PlayStation game. *F-Zero X* is still the futuristic race leader. **ANDY McDERMOTT**

Rating



64 Bottom Line Controls



L: Not used

R: Air brake right

B: Fire weapon

A: Accelerate

C Up: Toggle view • C Down: Drop weapon • C Left: Not used • C Right: Not used

D-Pad: Navigate menus

Z: Air brake left

Alternatives

F-Zero X: Nintendo (£39.99)

Reviewed: Issue 21, 90%

XG2: Acclaim (£49.99)

Reviewed: Issue 20, 70%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



80

Soundbite

One of the fastest games you'll ever play, but not as good as it could have been.

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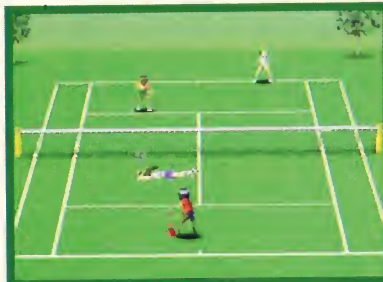
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▲ Different court surfaces affect play – this French clay court is very fast, with a lot of bounce on the ball.



▲ The players are simply detailed but very well animated, even making desperate dives for the ball.



▲ Tournaments are decided on a knockout basis, your competitors getting harder to beat with each round.

Forget deathmatch Turok - how about a quick game of tennis?

Let's Smash

Ninfo

PLAYERS:

CART SIZE:

RUMBLE:

Publisher:	Hudson
Developer:	Hudson
Game Type:	Tennis sim
Origin:	Japan
Release:	Out now (import)
Price:	£59.99

It's surprising that nobody's done a tennis game for the N64 already. After all, one of the very first videogames (*Pong*) was a sort of tennis game, and with at most four people on the court at once it should be easier to simulate than football. On the other hand, tennis is the sort of sport that doesn't go down terribly well with the *Mortal Kombat* generation, so maybe it's not all that surprising.

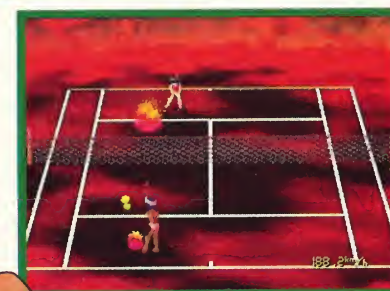
Hudson's *Let's Smash* looked, at least to the office's PlayStation contingent, an awful lot like Namco's *Smash Court Tennis*, a sequel of sorts to the fantastic SNES *Smash Tennis*. Same cutesy anime-style players, same lift muzak chirping away in the background, same easy-to-use controls. You might almost think that Hudson had been looking at Namco's games for inspiration. Surely not!

Let's Smash keeps things simple in order to get the game flowing. There are basically only two strokes, a pass and a lob, with tricky backhand/forehand decisions made for you. There's also a high-speed smash, but the timing on this is so tricky to pull off you practically need to be Pete Sampras to do it.

This might not sound like a recipe for a long-lasting game, but actually it works really well. All you have to do is get your player into the general area of the incoming ball (its landing point is shown by a small marker) and hit the button to return the volley. It's trickier than it sounds – not only does the timing have to be right, but the way to win is to use the analogue stick to put spin on the ball and direct it away from your opponent. Watching another player



Let's Smash gets bet



▲ If regular grass and clay courts are a bit dull for you, why not play a match on a field of erupting lava?

Bjorn Again

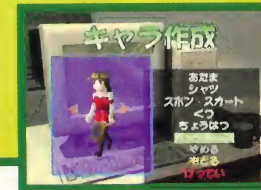
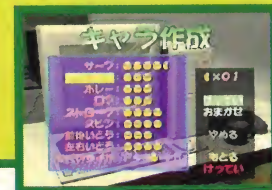
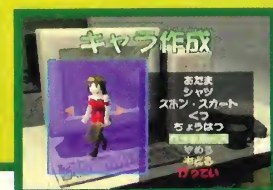
The player creation system in *Let's Smash* is simple, but gives a lot of control over your type of player.

The name and sex of your player are up for grabs. Do you want a girl in a party frock...

...or a laid-back bloke who's rather more suitably dressed for the sport?

This is the really tricky part. If only we knew what all the words meant!

And here's our guy on the court, about to be thrashed by a girl – typical British player!



\$64,000 Question

- Very playable
- Customisation options
- Great multiplayer game
- Japanese text

Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves tournaments and custom players

64 MAGAZINE STYLER

► Time a return right, and you can perform a smash that will almost certainly win you the rally!

sh

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ter with more people playing...

► *Let's Smash* has several strange bonus games, the weirdest of which is where you try to demolish a Lego brick clown!



▲ Custom players can be dressed as you choose, right down to their underwear! You'd never guess it's a Japanese game, would you?



stumble around in a desperate attempt to keep up is great fun, though it's not so hilarious if it happens to you!

There's a practice option where you can get to grips with the controls, but it doesn't take long before you get good enough to take on the world. The computer players make quite a good play, but like many N64 games, *Let's Smash* gets better with more people playing. A full doubles match with four people might not get you sweating like power weapons in the *Stack*, but it still brings out the competitive spirit. Also, if

your partner makes a stupid mistake that costs you the game, you can smack them around the head with your racquet!

Let's Smash has plenty to keep you coming back, like the international tournaments and the player creation option. It might be a bit on the cute side for some people – while the physics of the ball is believable enough, it's not a 'realistic' game by any stretch – but it's a whole lot of fun, especially with several players. The N64's future isn't overloaded with tennis games, but if any do arrive, they'll find it hard to beat this.



▲ Matches can be played from different viewpoints, but this makes it harder to keep track of the ball.

2nd opinion

And they call me 90% Kimber! I have to say though, that this game is tremendously good fun! The characters are extremely responsive, making proper rallies no problem, and the little details, like the ability to hit your partner with your racket, really add to it. Ace! **ROY KIMBER**

Rating

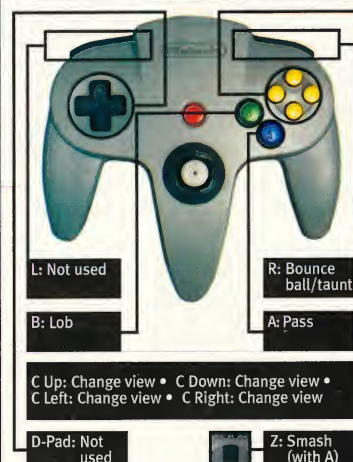


LET'S SMASH

REVIEWS

64 MAGAZINE

64 Bottom Line Controls



Alternatives

ISS '98: Konami (£39.99)
Reviewed: Issue 18, 95%
Bust-A-Move 2: Acclaim (£39.99)
Reviewed: Issue 15, 91%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

%

90

Soundbite

Tennis it may be, but it's also a great game!



▲ The Mammoth is fairly heavy, but it still manages to keep ahead of the Shark on this track, even underwater!



▲ It's very easy to roll the cars during a race. Thankfully they bounce straight over and thus keep the pace going.



▲ If you're hit with a powerful enough weapon your car flips over, temporarily slowing you down.

Ninfo

PLAYERS:

CART SIZE:

RUMBLE:

Publisher	Ubi Soft
Developer	Vivid Image
Game Type	Racing
Origin	UK
Release	Out now
Price	£44.99

Get the Band-Aids ready, 'cause SCARS has arrived!

In the future, apparently, the world will be run by a group of massively powerful super-computers, who for reasons best known to themselves decided to create and race a variety of unique cars. Each car is modelled on a different wild animal.

That's the story (more or less) behind Super Computer Animal Racing Simulation – or SCARS for the more monosyllabic among us. What this

futuristic storyline means to you, the player, is that you get to race nine radically different vehicles over nine radically different tracks. Which can't be bad.

Cut Up Your Opponents!

The cars in the game are based – so the PR blurb states – on “some of nature's most ruthless killers.” And seven of the vehicles are modelled on some pretty deadly creatures indeed. There's the Lion LK, the Tiger Shark, the Mantis V-Twin, the Scorpio X-2, the GT Cobra, the Cheetah V12 and the Phantom Panther. However, the remaining two, the Rhino Roadster and the Mammoth 4x4 are hardly based on what you would call ‘ruthless killers’. The rhino is a basically a herbivore that, aside from a tendency to charge tourist jeeps that it short-sightedly mistakes for sexual rivals, is a fairly peaceful creature. And the mammoth... well, that was just a big woolly elephant!

These animalistic inaccuracies aside, there's little else that can be faulted in

SCARS. The cars are all beautifully designed and each of them has different categories of armour, speed and weapons, making the choice of vehicle an important aspect of each race.

The tracks themselves are excellent. Each has a different theme, ranging from Aztec to underwater and they all contain a number of different routes which give you more freedom in the way that you race.

The PSX version of SCARS was described by some PlayStation rag or other as “Mario Kart for the PlayStation,” but this isn't really accurate. For starters, SCARS is a lot better than Mario Kart. The major difference between the popular plumber's racing game and SCARS is that while the tracks in Mario Kart are fairly flat, the ones in SCARS most definitely aren't. They range over mountainous, winding terrain that gives the whole game something of a rallycross feel. As a result the vehicles handle more like beach buggies than cars, bouncing and jumping around all over the place.



▲ This track has a lot of very alien-looking scenery – like this giant flying saucer, which hovers near the finish.



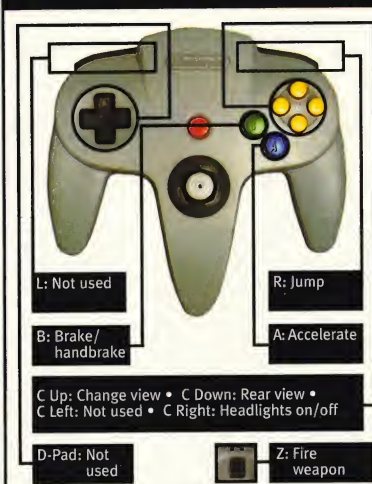
▲ The boomerang weapon flips around your vehicle and strikes any car within range, like this unfortunate Rhino.

Memory Options

MEMORY: None

CONTROLLER PAK: Stores extra cars, tracks and records

An excellent

64 Bottom
Line
Controls

Alternatives

Top Gear Rally: THE Games (£54.99)

Reviewed: Issue 7, 85%

Diddy Kong Racing: Nintendo (£49.99)

Reviewed: Issue 7, 86%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

87

Soundbite

Fast-paced off-road racing with some really wild cars!

The Non-Runners...

The cars in the game are all based on animals but a few designs never made it to the final game, like...

Dragster Sheep

Sticks close to rest of the pack, doesn't like to be in front. Popular with Welsh drivers.



Turbo Border Terrier

Moves like lightning but becomes distracted on tracks containing lamp-posts.

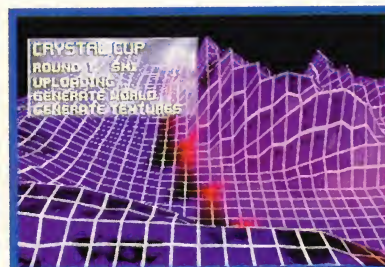


Skiing Squirrel

Designed specifically for the snowy tracks but has a tendency to hibernate if left unattended.



▲ It's possible to target enemies behind you by pulling backwards on the analogue stick before you fire.



▲ Before each race the computer 'builds' each track up from nothing, filling in layer upon layer until you have a finished course.



▲ The underwater section is complete with little fish which swim across the track in front, and also a huge shark!



▲ Before each grand prix you are confronted by the vehicle that you must defeat to win. They also taunt you after each race.

◀ The blocker weapon stops you dead if you hit it, but your car is equipped with a jump facility allowing you to hop over obstacles.



▲ Each weapon can be charged up by holding the fire button. A charged boomerang gives you three green energy bolts instead of one.

3.

Animal Magic!

One Mario Kart-esque feature that is in the game is the use of weapons. Various pick-ups allow you to blast, trap and overturn your opponents and of course let them do the same to you. It's also possible to customise the selection of weapons available each race or turn them off completely for a pure racing experience.

There are nine cars in all, although you start with just five – the others must be earned in Challenge mode. The tracks

2nd
opinion

SCARS didn't really excite me, I'm afraid. The different terrains and weird cars are good to look at, but in the one-player game the wide tracks and plentiful weapons don't set the pulse racing. Multiplayer is more fun, but it's not an essential buy. **ANDY McDERMOTT**

Rating



racing game!

V-Rally '99

The originally excellent PlayStation rally game finally reaches the N64. Any good?

Ninfo

PLAYERS:



CART SIZE:

96 M.

RUMBLE:



Publisher: Infogrames
Developer: Eden Studios
Game Type: Racing
Origin: France
Release: Out now
Price: £39.99

► There is a wider choice of cars in the N64 version than there was in the PSX version, which is good.



Memory Options

MEMORY:
Stores championship progress, best times and options

CONTROLLER PAK:
N/A

When V-Rally first came out on the PlayStation it met with pretty-much universal acclaim and is still popular even now, well over a year later. Which is why, when Infogrames announced an updated version of V-Rally for the N64, there was considerable excitement. After all, in the intervening period they would have been able to make it something



▲ Hmm... a red telephone box on a totally deserted lane in dreary weather surrounded by trees... it must be England!

totally amazing, wouldn't they? Well... wouldn't they?

As in the PlayStation version, V-Rally '99 allows you to play in both arcade and championship modes, plus there is also a time trial option thrown in for good measure. Arcade mode is pretty much the same as in the PSX game, with you pitted against three other cars plus the added challenge of a timer counting down and checkpoints you must reach to continue.

V-Bad

In Championship mode you race through eight different countries, completing three stages in each to gain championship points. A change from the original version of V-Rally is the choice

If you're expecting something special

of playing the championship in either 'Rally' or 'V-Rally' mode. The latter is like Arcade mode but without the checkpoints, while the former involves racing alone on each stage in a more 'realistic' rally situation similar to the recent PSX title, Colin McRae Rally.

V-Rally '99 is very, very similar to its PlayStation parent and this is in fact the major stumbling block, because V-Rally '99 could easily be mistaken for a PlayStation game! The cars are nicely detailed and have obviously involved a great deal of work, but the tracks



▲ There are several graphical quirks in the game, such as bits of cars disappearing into the ground, like the lead two here.

themselves seem to have been ported across directly from the PlayStation, complete with blocky textures and pop-up! Recent N64 converts from the PSX will remember the two-dimensional trees and spectators from the original – and they're back! For those of you that think pop-up doesn't matter as long as a



▲ It's possible to go a little way off the track sometimes, but an invisible wall usually stops you from going too far.



▲ At the start of the race you usually find yourself jostling for position with the other three cars... unless you play in Rally mode.



▲ If you hit a bump when you're close behind an opponent, it's possible to ramp off them into the air, which is quite spectacular.

\$64,000 Question

- ⊕ Fast and colourful
- ⊕ Wide selection of cars
- ⊖ Horrendous pop-up
- ⊖ Large borders, particularly in multiplayer
- ⊖ Slows down when a lot is going on
- ⊖ Multiplayer lacks detail

Bloomin' Big Borders!

The borders to top and bottom of the screen are fairly big anyway, but when you enter multiplayer mode, you get two huge ones at the sides as well!



game runs fast, try the night stages! Whereas the beams from your headlights flow realistically over the surface of the track itself, the lighting at the sides of the road and on the scenery ahead looks like someone is hitting a light switch every few yards! It totally ruins any feeling of realism.

V-Dull

The cars handle fairly well, but some of the track features are extremely annoying. For instance, on some sections you can race along, slide up a bank to the side and still carry on, no problem. At other times, however, you clip what appears to be a harmless

you're going to be disappointed!

As If By Magic...

One of the worst things about *V-Rally '99* is the pop-up. It's bad on most levels and absolutely bloody awful on the night ones! The lights don't flow along the scenery; instead, each section lights up as you reach it like someone just hit a switch. Witness the two shots below, taken just one frame apart. Initially you have just a big black silhouette, and yet in the next frame... buildings!



▲ The replay mode is quite impressive, although the number of angles from which you can view the race is fairly limited.



▲ Despite the rough terrain, the cars don't actually flip over as often as you might think. They usually just spin around.



▲ Unfortunately *V-Rally '99* doesn't offer much of an in-car view, although there is one as if you were sitting on the bonnet.

grass verge at the edge of the track and your car spins totally and unrealistically out of control! Similarly, some corners you can cut, yet others are blocked by the old invisible wall trick. Considering this is a rally game, it doesn't allow for much off-road action!

Multiplayer mode is also disappointing. Huge borders notwithstanding, the detail is greatly reduced and the pop-up is, if anything, even worse than it was before.

Basically, what you get with *V-Rally '99* is a game that is already very dated. When you consider that the PlayStation version is now selling on Platinum for £20, the N64 game just isn't worth the money. Ardent rally fans might want to give it a try as one of only two rally games on the N64, but if you're expecting something special you're going to be disappointed.



▲ Racing at night is okay aside from the awful pop-up, but the cars behind you don't seem to shed any light on the track!

2nd opinion

V-Rally was pretty good on the PlayStation, but *V-Rally '99* is like a bad port, right down to the blocky graphics! Car control is far too slack, the roads feeling like they're coated in ice, and the slowdown is game-wrecking. Even Saturn *Sega Rally* played better. **ANDY McDERMOTT**

Rating

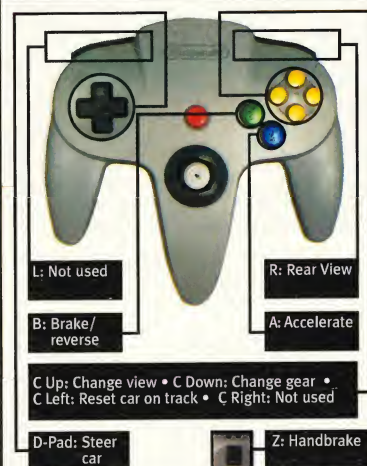


V-RALLY '99

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

Top Gear Rally: THE Games (£54.99)
Reviewed: Issue 7, 85%
SCARS: Ubisoft (£44.99)
Reviewed: Issue 21, 87%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

69

Soundbite

A rally game that was dated before it even got released!



▲ The trigger sets off each fighter's magical move. Captain Catkit goes all retro and gives it some large with his maraccas.



▲ Roy, artist of mutant cowboy Cools Roy, looks uncannily like 64 MAGAZINE's own Royston! All he needs are some girly tresses.



▲ The evil Mamezo, twisted creation of school bully Val, calls on his cloak to deck Beartank. Why's he got feathers up his bum-crack?

Ninfo

PLAYERS:

CART SIZE:

RUMBLE:

Publisher:	Konami
Developer:	Konami
Game Type:	Beat-'em-up
Origin:	Japan
Release:	Out now
Price:	£39.99

Rakuga K

The kids are all right! But they can't draw too well...

Weirdness is afoot, no doubt about it. The rather sappily-named Twinkle Gang, on their school holidays, discovers a box of magic crayons. Evil big brother Val then nicks the crayons and discovers that anything drawn with

them comes to life. Rather than doodle his own versions of the Penthouse Pets, he draws an evil bloke in a cloak who goes around stirring up trouble. This being a bad thing, the gang use their own crayons to draw superheroes who can defeat the menace. Just another typical day at The Ridings.

Rakuga Kids is, as you can probably tell, not aimed at the *Turok 2* crowd. It's probably exactly what Nintendo had in mind for their console all along – a cheerful, friendly, non-violent game. Well, non-violent apart from the punching and the scratching and the hey-hey-hey, but then even Mario advocates genocide for the Koopas.

Ford Kuga

The controls should bring a smile of recognition to fans of the *Street Fighter*

series – three punch buttons and three kick buttons, each of varying strength. The similarities pretty much end there, though, since *Rakuga Kids* relies on skill and timing about as much as Jeremy Beadle relies on personal magnetism. Occasionally, hitting a punch button might produce an actual punch, but more often than not it brings about the appearance of trumpets, meteors, basketballs, gatling guns or bubbles of snot.

Adding a bit of spice are the super moves. Again, like the more recent *Street Fighter* games, these are earned by



▲ Just like the editor of this very rag, Andy is the leader of the gang. People plot against him behind his back too.



▲ Special attacks, like Captain Catkit's Orange Swirly Thing™ move, are quite easy to pull off.

◀ Most of the fighters have some sort of gun concealed about their person, and don't hesitate to use it!



▲ Characters get appropriate little things whirling round their head when they're stunned, or high on PCP.



Memory Options

MEMORY:
None
CONTROLLER PAK:
Saves scores and game position



Rakuga Kids is go

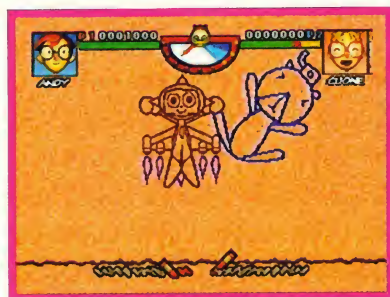


▲ Robot CHO, a kind of Dusty Bin meets the Terminator, treats Mamezo to a 10,000 volt handshake.



▲ Build the crayon power bar at the bottom of the screen up to the max, and a free bizarre super attack is yours!

ids



▲ Bored with the standard Parappa The Rapper look of Rakuga Kids? Switch to Drawing Mode to simplify your life!

building up a power bar – well, more of a crayon squiggle – at the bottom of the screen. Once the bar is fully charged and a crayon becomes available, a quick tap of R unleashes a massive attack. This being a mad game, the attacks range from bouncing adversaries between a pair of huge speaker stacks to dropping an elephant-type thing on their heads.

Rakuga Kids is good fun for younger players, since it's fast, loud, colourful and even occasionally funny. On the downside, it's not particularly difficult, and the ease of pulling off special attacks removes a lot of skill from the game. Like nearly all N64 beat-'em-ups, random button bashing usually gets better results than biding your time for that perfect knockout blow. Hardcore fighting fans who are used to the tactical play of Street Fighter, Tekken or Virtua Fighter will sneer so hard they'll end up looking like Klingons.

2nd
opinion

This game is brilliant! I don't care what anyone says, it's highly amusing and bloody good fun. Presumably it's aimed at younger kids, but the jokes and gameplay will appeal to gamers of all ages. Whatever else you do, don't miss this game! **ROY KIMBER**

Rating



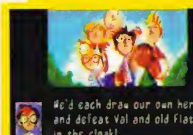
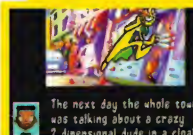
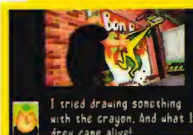
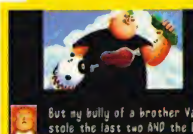
Still, Rakuga Kids is good for some short-lived entertainment, and it's almost infinitely better than the game it most closely resembles, Clayfighter. If you feel like livening up your life with some gaudy colours, blaring music and truly demented attacks, you could do worse than give Rakuga Kids a try.



▲ Nasty biker George found one of the magic creations and drew his own evil fighter, Darkness, who is the final challenge.

Stop
Your
Crayon

The storyline of Rakuga Kids is, uh, odd to say the least. Magic crayons in ancient ruins? Were Crayola really in business thousands of years ago? Still, it's a better thought-out script than anything that Warner Bros has produced in the last couple of years.



64 Bottom
Line
Controls



Alternatives

Mortal Kombat 4: GT (£44.99)
Reviewed: Issue 19, 86%
Clayfighter 63 1/3: Interplay (£59.99)
Reviewed: Issue 8, 8%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

79

Soundbite

Strange but short-lived fun!

od for some short-lived entertainment

NFL Quarter Club '99



▲ Ageing Dolphin quarterback Dan Marino hands the ball off to one of his nippy runners.



Ninfo

PLAYERS:



CART SIZE:

128 M.

RUMBLE:



Publisher	Acclaim
Developer	Iguana
Game Type	Sports sim
Origin	USA
Release	Out now
Price	£49.99

Another invasion of the popular Yank pastime, but hang on a second, this game is bloody brilliant!

Those Americans love their sport don't they? A trip down to the ballpark is like a Sunday ritual involving gigantic hot dogs, a smidgen of face paint, and those tacky hats with the beer cans and straws attached. Okay, so we got that last one from watching *The Simpsons*, but you catch our drift, American football is bigger than life to them.

Despite the real-life sport of gridiron being a tediously drawn-out affair

lasting hours, thankfully it has always made for a better videogame as you can bypass the annoying delays between plays and just get straight down to the nitty-gritty business of throwing balls around and stamping on peoples' heads!

Since the first N64 *Madden* game, it has become pretty obvious that this console was made for American footie conversions – it just seems to handle them so well. There's no annoying loading times and streaming like you get

extensive as you would expect from a game of this type, and all of the current NFL teams and player rosters are in place, right down to the names on their hi-res jerseys. Yes siree, everything about this game is in glorious hi-res, and it looks utterly superb – even better than the first *Quarterback Club*.

From the first glimpse of the padded jocks ambling onto the field, the animation strikes you as being top-notch and the attention to detail second

This game is sleeker than a cheerleader's G-string!



▲ When selecting what play to use, your team always has a little huddle to establish team solidarity... or something.

with CDs, and they look fantastic... and none more so than the *NFL Quarterback Club* series that Acclaim has been slowly building up to topple the fat Captain Kirk lookalike from his 'King of NFL games' pedestal.

Lard

The game opens with an inviting intro featuring hi-res cheerleaders, all dancing, bouncing and tossing their hair in a seductive manner... hmm, think we'll play on! The game options are as

to none. Make no mistake, this game is sleeker than a cheerleader's G-string, and twice as juicy!

The commentary is provided by two no-doubt famous voices in the sport, but you'd have probably never heard of them unless you're a Yank yourself, and



▲ The brilliant action replay option allows you to view the game with precision playback – like this poor sap getting pounded.

◀ Amongst this heaving cluster of padded bodies is the ball... but we've got no idea where!



▲ That's gotta hurt! A runner gets slammed good and proper whilst some poor geezer gets trampled on. All good, clean fun!



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves league standings, modified rosters and stats.



back



we can't remember their names off-hand anyway. But they do provide some mildly amusing quips and jibes that prove to enhance the atmosphere a great deal until the obligatory looping 'scratched record' effect comes into the equation after a while.

There are a great deal of plays to try out (all of which can be practised prior to the big match) and like all other current NFL games, you can pre-set audibles that enable you to confuse the opposition by switching to another play just before you snap the ball. The beauty of American football is that it's as much a game of strategy as it is a general sport, and this game will entertain you on all levels. From the mindless 'set a play at random and see what happens' stance, to the tactical warfare of the power player, *NFL QBC '99* is perhaps the finest showcase for capturing all aspects of the sport that we've ever seen.



▲ Yeah, you're da man! The players indulge in token cheesy celebrations when the ball eventually arrives in the end zone!



▲ These blokes love boosting their egos. This fat fella celebrates after stopping an opposing runner in his tracks.

Helmets

Obviously, the fun comes from going on the offensive and trying to score those all-important touchdowns, which is why it's always a bummer when you don't have possession of the ball – usually the sole tedium factor of any NFL game. The good thing, though, is that you can just set the play for your defensive line, sit back and read the paper, leaving your more-than-able crew of Goliaths to get on with sacking that goddamn quarterback!

Most of the buttons are used to provide you with a series of evasive moves when you're trying to manoeuvre a running back or wide receiver down the flanks – don't ask us why though, but the first button we always seem to try first is the 'dive to the ground and pretend to be dead' option... funny that!

Whether you're seriously into the sport or not, *NFL QBC '99* provides a fantastic four-player distraction that doesn't require much knowledge to get into and enjoy. In terms of look, sheen and all-round presentation, it is the market leader by miles, and there are enough options to keep anyone engrossed whilst they attempt to stay-up and watch the Superbowl, supping beer and munching corndogs like the chanting, obese legions of real-life fanatics. A stunning sports sim that is well worth checking out!

2nd opinion

Playing American football as a videogame is a hell a lot more fun than watching the real thing, and *QBC '99* looks very nearly as good as the actual game. Ultra-polished and easy to get into, it's the best Yank footie game by miles. **ANDY McDERMOTT**

Rating



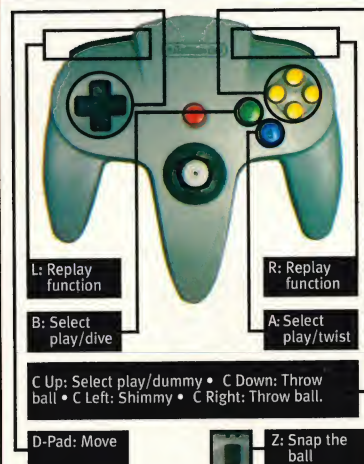
NFL QUARTERBACK CLUB '99

REVIEWS

64

MAGAZINE

64 Bottom Line Controls



Alternatives

NFL Quarterback Club '98: Acclaim (£39.99)
Reviewed: Issue 7, 80%
John Madden 64: EA Sports (£59.99)
Reviewed: Issue 9, 76%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

90

Soundbite

The best gridiron game on any format... ever. Take that, fatman!



▲ When you get close to the front of the pack, the game indicates where the race leaders are to spur you on.



▲ A lot of the tracks involve some rather large jumps. If you mistime these, the results can be pretty disastrous!



▲ The multiplayer mode is a delight to play, hardly seeming to slow down at all. Grab a friend and get racing!

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher: Nintendo
Developer: Nintendo
Game Type: Racer
First Reviewed: Issue 17 (Japan)
Releaser: Out now
Price: £39.99

F-Zero X

F-Zero X hits the UK, but is it still "so fast it makes your eyes water?"

The racing in *F-Zero X*, so the story goes, evolved from present-day Formula 1 Grand Prix and because of this some of the cars in the game bear a striking resemblance to the F1 cars of today. That's at least as far as the body of the vehicle goes anyway, because the cars in *F-Zero X* don't have any wheels! Instead they utilise something called a 'G-Diffuser System' which enables them to hover just above the ground and cling to most surfaces although their grip is tentative at best.

When you begin *F-Zero X*, you get a range of options to choose from. In addition to a full Grand Prix, you can race the various tracks against a timer with an optional ghost racer to keep you on your toes, and then there's the Death Race.

Zero Tolerance!

In Death Race mode, you race around a simple circular track, and the idea of the game is to wipe out the other 29 racers. Unlike *Wipeout*, the cars in *F-Zero X* don't have weapons. Instead they have two offensive 'moves'. Double-tapping the Z or R buttons makes your craft veer sideways and creates a temporary energy shield. Hit another car with this

F-Zero X has loads

shield and you damage it. If you hold either the Z or R button and double-tap the other one, your craft performs a more devastating 'spin attack' which can knock competitors clear off the track. The downside to this attack is that you lose speed so it's not advisable to use it too much in a Grand Prix race.

In addition to the shield attacks, your craft also has a boost facility. In Death Races you can use this boost immediately, but in Grand Prix mode you must complete one lap before it's accessible. The catch with the boost is that each time you use it it depletes your energy, so you need to use it sparingly. Fortunately each track has areas of pink... erm, stuff which regenerates your energy.

The *F-Zero X* Grand Prix mode is initially fought over three cup competitions, each of which has six tracks and can be played on Easy, Standard or Expert level. Finish all three cups on the standard difficulty setting to access the Joker Cup, and finish all the cups including Joker on Expert, and you get access to the X Cup. For those of you that still require further challenge, beat

PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Very small
Speed: No apparent drop in speed – amazing!



▲ If there's a car which is close to you on points, it's sometimes a good idea to destroy them with your special attacks during the race.



▲ With player four out of the way, it's down to only three contenders. Unfortunately players one and two have misjudged things somewhat...



▲ On some of the narrower tracks, things can get a little crowded, to say the least! This is an ideal time to perform your spin attack.





▲ When your shields get low, your car flashes red and you hear a warning siren. If it drops to nothing your car spins out of control.

► This section of the track has no walls at the sides. If you're not careful your race can come to a sticky end, very quickly.

to offer!



Memory Options

MEMORY:
Saves times, Cup standings and a time-trial ghost
CONTROLLER PAK:
N/A

► Take too many hits or go overboard with the boosting and your game will end rather abruptly. This is *not* good!

Supplied by:
Department 1

Contact info:
(0171) 916 8440



all five cups on all three difficulty settings, to get a new playing level – Master difficulty!

In total there are 30 cars to choose from in *F-Zero X*. However, when you first begin the game you can only access six. To get more vehicles, you need to complete the various cups and this gives added incentive to compete on the harder difficulty levels.

Dial 'X' For Excessive

The tracks themselves start off simple but soon get more and more outlandish and dangerous. You find yourself racing around the outside of huge tubes where



▲ In addition to the normal boosts, the cars can gain a temporary burst of speed by passing over the booster arrows on the track.

too much boost sends you sailing off into space. Some tracks feature huge jumps, others have ice on which you lose traction (which is weird, since your car isn't actually touching the track) and mud which slows you down (see previous comment). In addition, while the early tracks have walls at the side to prevent you from coming off, the further you go, the less these walls appear.

Thankfully, the PAL version of *F-Zero X* is almost indistinguishable from the NTSC version as far as performance goes (okay, okay, so the text isn't in Japanese any more, but aside from that, no difference). The game itself is still great fun, the only complaint being that the Death Race, while fun at first, quickly becomes boring. Multiplayer mode is fast and surprisingly smooth, adding more to an already excellent game. Despite the challenge from *Wipeout*, *F-Zero X* still has loads to offer and race fans would do well to give it a try.



▲ To replenish your energy you must pass over the pink power-up sections of the track. Don't do this, and you'll probably die!

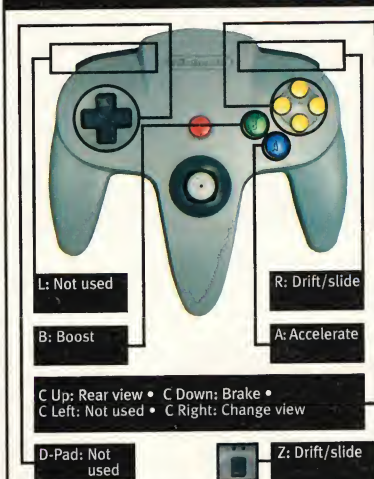
2nd opinion

The PAL version of *F-Zero X* is every bit as fast and smooth as its Japanese counterpart – quite a feat! The excellent gameplay also remains intact. Some people might not like the graphical simplicity, but when you're doing 700, who's got time to sightsee? **ANDY McDERMOTT**

Rating



64 Bottom Line Controls



Alternatives

XG2: Acclaim (£49.99)
Reviewed: Issue 20, 70%
Aero Gauge: ASCII (£59.99)
Reviewed: Issue 15, 40%

Rating Graphics



Audio



Gameplay



Challenge



Overall

90

Soundbite

No slow-down or typical PAL blurriness – brilliant!

Generation X!

How's this for value for money? Not 10, not 20, not even 100 different tracks, but an infinite number! The X Cup means you could have your mates round to play multiplayer and *never* have to race on the same track twice. Imagine that! No more practising every track to death just to get that extra second!





▲ One of the end-of-level bosses is called Endol. The gameplay on this bit is very similar to fighting the first level boss – the giant head – in *Goemon*.



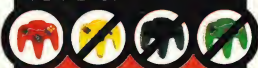
▲ These strange balls rush at making a noise like a car alarm going off, then inflate and explode in a massive ball of flame.



▲ Nitros is the main bad guy, and you encounter him several times. You fight on a grid with different symbols. Each symbol represents an attack.

Ninfo

PLAYERS:



CART SIZE:

64
M.

RUMBLE:



Publisher: THE Games
Developer: Hudson Soft
Game Type: 3-D Platform
First Reviewed: Issue 15 (Japan)
Release: Out now
Price: £39.99



PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: None to mention

Speed: Extremely sluggish at times

Bomberman

Out now! All new Bomberman!
Now in Extreme-Jerkyvision™!

Everything moves

If you were trying to judge *Bomberman Hero* just from looking at screenshots (as you might if you were looking at the box in a shop) then you might conclude that it's a fairly good game. After all, it's colourful, the characters are nicely designed, there is a massive number of levels and the graphics aren't bad – aside from the usual slightly muddy effect that many PAL N64 games suffer from. Plus, of course, it's a *Bomberman* game, and as a rule the big-headed little fellow with the oblong eyes usually holds the promise of something fairly good.

Sadly, if you actually bought the game and took it home, lovingly unwrapped the crisp cellophane and popped the cart into your beloved N64, then when you turned the power on you'd be in for a bit of a disappointment. Of course, you'd know that if you'd bothered to read our import review back in issue 15!

Who Ate All The Pibots?

For the UK version of *Bomberman Hero* has all the flaws of the Japanese version apart from one – the obvious language problem – but it makes up for that by introducing a few problems of its own – an innate jerkiness and nasty slowdown on some levels. Oh... and did we mention pop-up?

The story (for those who like that sort of thing) is fairly simple. The beautiful if barely animated Princess Millian of Primus Star – having been demoted from Queen since the NTSC version,

presumably for wooden acting – has been kidnapped by the evil forces of the Garaden Empire. Rather than sending a huge space fleet to Garaden armed with tactical nukes, the Primus Starians leave the rescue in the hands of that demolition midget Bomberman and his sidekick Pibot.

Of course, rescuing the Princess would never involve anything as simple as just finding her, grabbing her and running. Instead Bomberman must make his way across five planets, each with numerous levels and huge bosses, and several times almost reach the Princess, only to have her snatched from his grasp at the last minute.

Each planet in the game is divided into three different areas, and each area into different levels. What this means is that the levels themselves are fairly short. As a result, you can often run right through a lot of the levels in about a minute or



▲ Bomberman now has a new ability. By holding B, you can power up his bombs and throw up to four at once.

► The title screen shows you the four different bits of 'power gear' that Bomberman gets to use during the game.

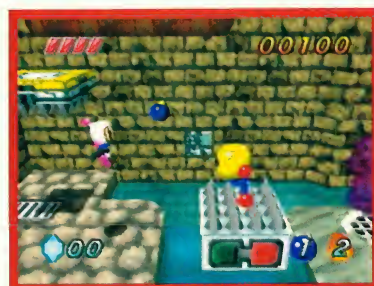


▲ I'm sorry, I just don't believe they'd make a game about me that was really that bad. No, sorry, I just don't believe it. Look, I... good grief!



Memory Options

MEMORY:
Saves position and scores
CONTROLLER PAK:
N/A



▶ To get more distance on a bomb throw, Bomberman can lob his explosive spheres in mid-leap.



▶ It wasn't clear exactly what the radios did in the first game – turns out that they give you tips and helpful advice. So now you know!

n Hero

like you're playing in treacle?



▲ Each planet is broken up into three areas (plus a final boss zone). Each area is then broken up again into a number of levels.

so. Now obviously you're not supposed to do this; the idea is to collect all the pink and blue gems, uncover all the secrets, and kill all the bad guys. The only problem is, after the first half-hour or so of playing, there's just no incentive to do this. You soon find yourself running through level after level just to finish each so you can get the game over with!



▶ Demented clowns, rickety wooden bridges and strange flying things are just a few of the hazards you'll encounter on this level.

Now You See It...

Bomberman Hero has the most ridiculously bad pop-up ever seen in any game anywhere – period. It doesn't matter how huge the object or monster is, they just appear and disappear at will. Take a look at these two shots, each taken one frame apart. Bomberman approaches a doorway... and voila! A huge crab appears!



2nd opinion

What a comedown for Bomberman! The once-great hero has been reduced to taking part in doddlesome platform games. Whatever happened to the fantastic gameplay of SNES *Super Bomberman*? Come on Hudson, sort it out! **ANDY McDERMOTT**

Rating



Explosive Success Or Damp Squib?

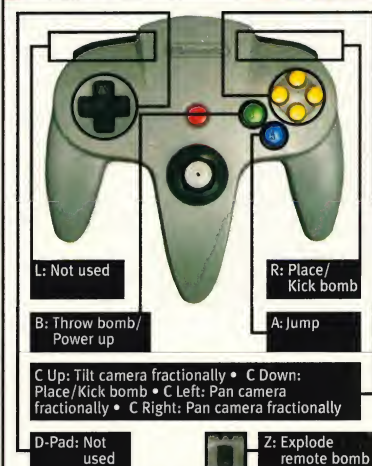
There are some nice ideas in the game and some innovative enemies, and Bomberman does respond well. However everything moves like you're playing in treacle – and that's even before the slow-down kicks in! Even the introduction of the power-gear does little to relieve the tedium, and the underwater gear actually makes things worse, the fixed camera angle making these sections particularly unexciting.

Bomberman Hero could have been a good game, but sadly as a result of the speed of play, the uninspiring gameplay and the tedium of many of the levels, it's not. Steer well clear!



▲ These spiky blokes get all inflated when they pot Bomberman, growing to about three times their normal size.

64 Bottom Line Controls



Alternatives

Bomberman 64: Nintendo (£49.99)

Reviewed: Issue 9, 80%

Space Station: Silicon Valley: Take 2 (£49.99)

Reviewed: Issue 20, 87%

Rating Graphics



Audio



Gameplay



Challenge



Overall %

49

Soundbite

Even worse than the NTSC version – if that's possible!

Ninfo

PLAYERS:    

CART SIZE: 

RUMBLE: 

Publisher: THQ
Developer: Imagineer
Game Type: RPG
First Reviewed: Issue 16
Release: Out now
Price: £49.99

▼ The first of the end of level guardians. Threaten to call out Rentokil and he'll soon scurry away and hide under some rubbish.



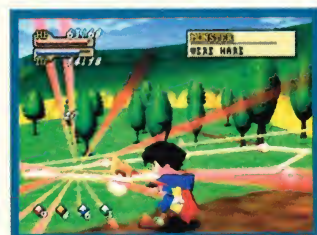
PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: None
Speed: Seems the same



▲ Brian often has a choice of which direction to take, but eventually he'll have to go back to the other track anyway!



▲ Kick enough monster butt and they explode in a shower of red beams and disappear up their own backsides. Or you could just run away like a big jessie.



Holy Magic Century

Brian-er, Ayrion-the adventurer sets out again and nothing seems to have changed!

The first time Ayrion the fearless (and obviously neglected) infant ventured alone into the wilderness, nobody was particularly impressed. Now he's embarking to save his pop over here in Blighty, and his home of Celtland is just as dull.

In the import version of *Holy Magic Century* (called *Quest 64*) we saw tremendous expanses of space never really populated

to their highest potential, and the same is apparent for the latest copy due for release. The characters that inhabit Celtland are just as unresponsive and have problems with the basic mechanics of movement. Either that, or they've all had their feet cemented to the floor.

The combat system is just as monotonous as before too. Poor old Ayrion, who should obviously be at school, stumbles across random bad guys at every turn. It's not as frequent as in *Quest*, but the fighting still causes problems. Firstly, it gets boring, but second, and more importantly, they all have a tendency to knock your health down before you've had enough time to build up hit points.

Ayrion Sweater

It's not only the gameplay that is identical to the other versions, but graphically *Holy Magic Century* is the same as its predecessors. Fortunately, it does look quite pretty. Obviously there are better looking games out there, but standing on its own merit it isn't too bad.

If you've already got a copy of *Quest 64* there would be no reason for you to look at this. If, however, you haven't got it but are interested, remember these two things. We've warned you about this game twice now, it's for younger gamers only and even they will get bored. Also, you could get *Zelda 64* instead!



▲ Take time out to relax on the beach, stare into the horizon and talk to dodgy old men with long rods in their hands.

64 Bottom Line Controls



Alternatives

Mystical Ninja: Konami (£59.99)
Reviewed: Issue 13, 85%
Zelda: Nintendo (£49.99)
Reviewed: Issue 21, 98%

Rating Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

Repackaged, re-released and just as dull as before. Wait for *Zelda*!

The combat system is as monotonous as before!

It won't take anyone's breath away!

GASP!! Fighters' Nextreme

Ninfo

PLAYERS:

CART SIZE: 128 M.

RUMBLE:

Publisher	Konami
Developer	KCEO
Game Type	Beat-'em-up
First Reviewed	Issue 13
Release	Out now
Price	£49.99

Memory Options

MEMORY: None

CONTROLLER PAK: Saves custom fighters and results

▼ The sunset looks rather nice, but the rocks on this stage look like they're made from linoleum!



GASP? More like a wet tuberculosis-ridden WHEEZE! More than six months after the Japanese version struggled onto our shores, the official PAL release is here, and the time lag has done it no favours at all.

GASP!! Fighters' Nextreme, to give it its full, ridiculous, title, is a beat-'em-up that is very much in the style of Sega's *Virtua Fighter* and *Fighting Vipers* games. The main – well, just about the only – interesting new feature is a character creation screen. Once created, the fighters can then be trained by pitting them against the eight built-in combatants and learning their moves.

This sounds like fun, and the character creation part certainly is (we tried in vain to create a Roy lookalike, but couldn't get anything odd enough),



▲ Kick over the braziers in this cave and the flames spread across the floor. Push an enemy into them and they even lose energy!

PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: HUUUUUGE!

Speed: Even slower than before

◀ Scenery and obstacles go semi-transparent whenever they get between the camera and the fighters.



▲ Some of the scenic elements can be damaged in the course of a fight, like these surprisingly fragile bamboo shoots.

but actually training a custom character up afterwards is a drag, since they always start off with only two feeble moves to their name. Getting them to a point where they've got a decent set of attacks can take a while.

Combat, unfortunately, is where *GASP!!* is knocked down – rather a problem for a game that revolves around fighting! Even with the enormous borders, which are as chunky as Fergie's thighs, all around the screen (not just at the top and bottom) *GASP* chugs along like a tractor holding up holidaymakers. Fighting moves aren't so much animated as sculpted, the fighters popping from one position to another with nothing in between.

Pitted against *Fighters Destiny* or *Mortal Kombat 4*, *GASP* is left bleeding on the pavement. It's very much a second-division fighter, a poor copy of Sega's titles, and these days you could probably pick a Saturn and *Fighters Megamix* for the same price as this!



▲ As usual with Japanese beat-'em-ups, the female characters show off their pants at every possible opportunity.

GASPI! FIGHTERS' NEXTREME
UK UPDATE

64
MAGAZINE

Written by:
Andy McDermott

65



64 Bottom Line Controls



Alternatives

WWF Warzone: Acclaim (£59.99)
Reviewed: Issue 17, 90%
Mortal Kombat 4: GT (£44.99)
Reviewed: Issue 20, 86%

Rating

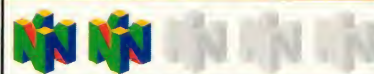
Graphics



Audio



Gameplay



Challenge



Overall



62

Soundbite

You won't be gasping, you'll be yawning!

64 Magazine Issue 27 1998



▲ Ricky Winterborn takes what might turn out to be an ill-advised shortcut – 1000 feet straight down!



▲ 1080° Snowboarding's sole female boarder is Japan's Akari Hayami, who in her spare time is a school lollipop lady.



▲ Typical! You leave your car for five minutes to get the snow chains and some bloody snowboarder scratches it.

1080° You won't get board with this!

Snowboarding

Ninfo

PLAYERS:

CART SIZE:

RUMBLE:

Publisher	Nintendo
Developer	Nintendo
Game Type	Sports sim
First Reviewed	Issue 12
Release	Out now
Price	£39.99

Memory Options

MEMORY: Saves records and a ghost

CONTROLLER PAK: N/A



▲ If you want, you can race in a first-person perspective, so you can appreciate every pine needle on the tree you're about to hit.

PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Zip

Speed: Much of a muchness



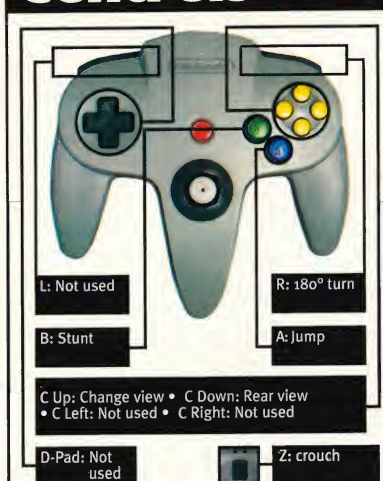
▲ This narrow path is a useful shortcut, but if you hit the fence it can knock you over and cost valuable seconds.

multiplayer game is just as fast as the regular one. Since each course has a fairly chunky selection of alternate routes to the finish, there are plenty of opportunities to pull a fast one and leave your challenger eating yellow snow.

1080° Snowboarding's only real problem is the small number of courses – there are only six in all, plus a couple of small stunt tracks, and it should only take a couple of days to see the lot. The computer-controlled boarders are also as thick as posts, and keep banging into you and damaging your board without suffering so much as a scratched Oakley themselves. Quibbles aside, 1080° Snowboarding is one of the best sports sims around. Extreereeeeee videogaming!



64 Bottom Line Controls



Alternatives

Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 83%
Nagano Winter Olympics: Konami (£59.99)
Reviewed: Issue 10, 65%

Rating Graphics



Audio



Gameplay



Challenge



Overall



82

Soundbite
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If you want the very latest N64 cheats, there's only one place to look... **64 MAGAZINE'S Cheat Central!**

cheat central



PLAYERS' GUIDES

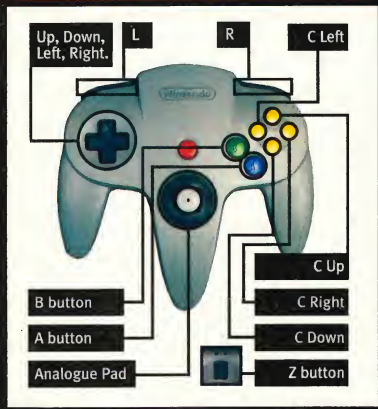
Buck Bumble

78

Buzz off to the third and final part of our complete Buck Bumble fly-through.



Pad at a glance



F-ZERO X

It's back, it's on PAL and it's just as good (if not better!). Spookily enough, the cheats which were originally for the NTSC version, actually work on the PAL game as well (for a change). However, for those of you that might not have bought issue 18, here they are – the working PAL codes!

The Ultimate Code

On the Mode Selection screen press L, Z, R, C Up, C Down, C Left, C Right, Start. If you have entered the code correctly you should hear a chime. This gives you all the cars, all the track and the Master difficulty level to boot!

Super-Deformed Cars

On the car selection screen press and hold L, R, C Up, C Right, C Left, C Down and you will be able to play with smaller vehicles.

Alternate Colours

Press the R button on the customise car screen and you can select a new colour for your vehicle.

Viewing Options

Pressing the C buttons on the car selection screen will allow you to view your chosen vehicle from different camera angles.

Leader Timer

During a race press the L button to reveal the time difference between you and the race leader. The time will appear in the top right-hand corner of the screen.



BODY HARVEST

DOH!

Last issue's Body Harvest codes were, in the now-traditional manner of mislabelled cheats, for the American version! Proper British ones will follow when we get 'em.

RAKUGA KIDS

One of the most colourful games to grace to the N64 so far, and also one of the most amusing. If you'd like to get even more out of this 'not-just-for-kids' beat-'em-up, then here are some handy tips.



Alternate Costume Colours

Press a different Punch or Kick buttons to choose your fighter on the character selection screen. Each button gives you a different costume.

Fight As Inoz

Hold L when selecting Mamezo on the character selection screen after first accumulating a total of more than two hours of game play.



Fight As Darkness

Darkness will be selectable from the character selection screen once you've accumulated a total of more than five hours of game play.

Extra Options

To access some new game options from the options menu, accumulate a total of more than ten hours of game play.

MISSION: IMPOSSIBLE – THE UK CODES!

Dur! We got it wrong! The codes we published in issue 18 were only for the NTSC version of *Mission: Impossible*, something which we forgot to mention. We must have been too traumatised after having to play the game all the way through! Apologies to everyone who phoned in, and here, for your delectation, are the working UK codes. As before, they should be entered on the mission select screen (the one with the map).

Giant Head Mode
C Down, L, C Up, C Right, Z
Big Head Mode
C Down, R, C Up, R, C Left



Kid Mode
C Down, C Up, R, C Left, Z
Turbo Mode
C Up, Z, C Up, Z, C Up
Rocket Launcher
C Up, L, C Left, C Right, C Down
Silenced Pistol
C Up, L, C Right, C Left, C Down
9mm Pistol
R, L, C Down, C Up, C Down
Infinite Ammo
C Up, Z, C Left, Z, C Left
Invulnerability
R, Z, C Down, R, R

NFL BLITZ

We've got a virtual mountain of codes for this over-the-top American footie game, which should keep all you fans of this 'rugby-with-body-armour' game going for ages. Still haven't had a copy to review, though – what's going on?

Hidden Players

Choose the "Enter Name For Record Keeping" option and put in one of the following player name and PIN numbers. The phrase "Lights out, baby!" will confirm a correct code entry.

Name	PIN	GENE	0310	LUIS	3333	RYAN	1029
BETH	7761	GENTIL	1111	MARKA	1112	SAL	0201
BILLZ	0526	GRINCH	2220	MIKE	3333	SHINOK	8337
BRAIN	1111	GUIDO	6765	MITCH	4393	SHUN	0530
BRIAN	0818	JAPPLE	6660	MONTY	1836	SKULL	1111
CARLTN	1111	JASON	3141	NICO	4440	THUG	1111
DANIEL	0604	JENIFR	3333	PAULA	0425	TODD	1122
DBN	6969	JIMK	5651	PAULO	0517	TURMEL	0322
ED	3246	JOHN	5158	RAIDEN	3691	VAN	1234
FORDEN	1111	JOSH	4288	ROG	8148	ZZ	1221
GATSON	1111	LT	7777	ROOT	6000		

Cheat Mode

Press Turbo (default is Z), Jump (default is B), and Pass (default is A) to adjust the icons under the helmets on the Vs screen. The numbers in the following list indicate the number of times each button should be pressed. Once the icons have been changed push the D, pad or the Analogue stick in the indicated direction to enable the code. The name of the code will appear and a sound will confirm correct code entry. So, to enter 1, 2, 3, Left, press Turbo, Jump, Jump, Pass, Pass, Pass, Left.

Big Head Team	2, 0, 3, Right	No Out Of Bounds	2, 1, 1, Left
Bullet Passes	2, 5, 0, Left	No Punting	1, 5, 1, Up
Fast Passes	2, 5, 0, Left	No Random Fumbles	4, 2, 3, Down
Fog On	0, 3, 0, Down	Power Blockers	3, 1, 2, Left
Headless Team	1, 2, 3, Right	Power Defence	4, 2, 1, Up
Hide Name	1, 0, 2, Right	Power-up Blockers	3, 1, 2, Left
Huge Ball	0, 5, 0, Down	Power-up Defence	4, 2, 1, Up
Huge Head	0, 4, 0, Up	Power-up Offence	3, 1, 2, Up
Hyper Blitz	5, 5, 5, Up	Power-up Speed	4, 0, 4, Left
Invisible	4, 3, 3, Up	Power-up Team-mates	2, 3, 3, Up
Invisible Quarterback	3, 4, 2, Left	Random Players	1, 1, 5, Left
Late Hits	0, 1, 0, Up	Show Field Goal Percentage	0, 0, 1, Down
More Speed	4, 0, 4, Left	Show More Field	0, 2, 1, Right
Night Game	2, 2, 2, Right	Smart CPU	3, 1, 4, Down
No CPU Assistance	0, 1, 2, Down	Thick Fog	0, 4, 1, Down
No First Downs	2, 1, 0, Up	Tiny Players	3, 1, 0, Right
No Fumbles	4, 2, 3, Down	Tournament Mode	1, 1, 1, Down
No Head	3, 2, 1, Left	Turn Off Stadium	5, 0, 0, Left
No Interceptions	3, 4, 4, Up	Unlimited Turbos	5, 1, 4, Up



BOMBERMAN HERO

At the risk of making an awful pun, as you can see from our UK Update on page 62 this game *totally* bombed... however, if you're an avid fan, here's how you access all those hidden secrets.

Slider Race

Achieve a five rating on every stage, up to and including Garaden Star, to access the Slider Race from the options screen. In this, you race against a snowman on your Bomberman Slider, as in the intro sequence.

Gossick World

Achieve a five rating on every stage, up to and including Garaden Star, and collect all 24 of the Other-Dimension Bombs to access the hidden Gossick World.

Golden Bomber

Achieve a five rating on every stage, up to and including Garaden Star, and finish the hidden Gossick World to get another play mode on the options screen. In this, a gold card will turn Bomberman into Gold Bomberman.

Princess Millian's Treasure Hunt

Achieve a five rating on every stage, up to and including the hidden Gossick World, to get a third play mode on the options screen. In this, you must find 24 treasures which have been lost by a spaceship from Garaden Star.

DATTEL GAME PRODUCTS

The following codes will only work with the Action Replay device. For those of you without one, you can win one every month courtesy of those nice people at Datel. This month's question: Who handles the PR for Chameleon Twist developers Sunsoft? Entries to the usual address marked 'Action Replay Giveaway 21' by 31 December 1998. For up-to-the-minute codes and to purchase your own Action Replay, contact Datel on (01785) 810800, or visit their web site at: www.datel.co.uk.

CHOPPER ATTACK

Have All Five Weapons
80129749 0005
First Weapon Modifier
80129729 0007
Second Weapon Modifier
80129720 0007
Third Weapon Modifier
80129731 0007
Fourth Weapon Modifier
80129735 0007
Fifth Weapon Modifier
80129739 0007

Codes For Weapon Modifier:

AGM Missile
0001
AAM Missile
0002
AGAM Missile
0003
Dummy Missile
0004
Rocket Missile
0005
Cluster Missile
0006
H-Cluster Missile
0007
Special H-Plasma Missile
0008

Important Note: In the select weapons menu, to activate the weapons you must press either the Up or Right d-pad button five times. Then move to the 'Buy' icon and press 'A' then 'Yes' to continue.

Infinite First Weapon
8012972B 00FF
Infinite Second Weapon
8012972F 00FF
Infinite Third Weapon
80129733 00FF
Infinite Fourth Weapon
80129737 00FF
Infinite Fifth Weapon
8012973B 00FF
Infinite Fuel
80129A15 0012
Infinite Shield
811299B8 0080
Gun Multiple Shots
80129A13 0004

MISSION: IMPOSSIBLE

Infinite Health
810864C2 FFFF
Infinite Ammo
800A90A7 00FF
800A90B7 00FF
800A90C7 00FF
800A90D7 00FF
800A90E7 00FF
800A90F7 00FF
Turbo Mode
80089BD8 0001
Debug Mode
80089B00 0001

Only turn one of these

on at a time:

Big Head
800894B1 0001
Massive Head
800894B1 0002
Big Hands
800894B1 0003
Big Feet
800894B1 0004
Big Hands/Head
800894B1 0005
Tiny Mode
800894B1 0006
Dwarf Mode
800894B1 0007

ISS '98

Home Team Score Modifier
801A86FD 00??
Away Team Score Modifier
801A9579 00??
Infinite Character
Creation Points
D03E0CF2 0001
803E0CF2 0063

WWF WARZONE

Judging by the number of calls we've had about this game, it's keeping a lot of you very busy. The following codes are the combinations you need to make each wrestler call for help from out of the ring in the Vs and Challenge modes. Whilst this results in a disqualification for you, you get to replay the round, so if you're losing in Challenge mode it's a good way to stop your opponent from winning and get a second chance!

Call For Help

For each move hold Z, R, and L plus the following buttons for each wrestler.

Undertaker	Right & Block
Thrasher	Down & Tie Up
Hunter	Right & Tie Up
Mosh	Down & Kick
Ahmed	Up & Block
Owen Hart	Left & Block
Austin	Up & Kick
Farooq	Up & Punch
Bret Hart	Left & Tie Up
Kane	Down & Punch



Shamrock	Down & Kick
British Bulldog	Left & Kick
Shawn Michaels	Left & Block
Rocky	Right & Kick
Mankind	Up & Tie Up
Goldust	Right & Punch

SORRY!! If you haven't been able to get through we're really sorry.

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MARIO KART 64
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STARFOX 64 WITHOUT RUMBLEPACK
STARFOX 64 WITH RUMBLEPACK
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WILD CHOPPERS
WONDER PROJECT J2
WORLD CUP FRANCE 98 JFA(1998)
WORLD SOCCER 3
YOSHI'S STORY

WE BUY

WE SELL

WE EXCHANGE

WE BUY

WE SELL

WE EXCHANGE

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WE SELL

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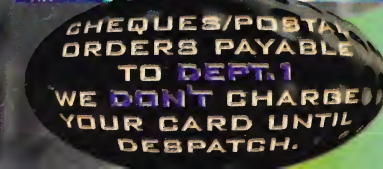
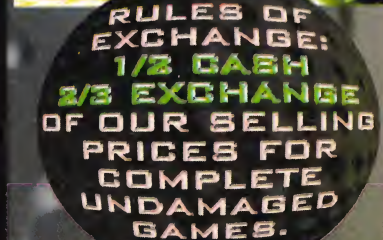
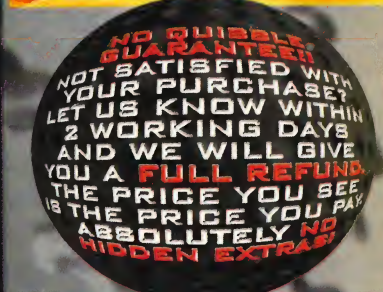
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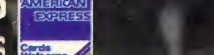
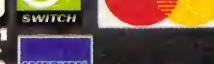
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64 score zone

MAGAZINE

IN ASSOCIATION WITH **Logic 3**

74

Take your place on the paper podium that is... ScoreZone!

- The Ultimate Player award this month goes to Australian reader **James Ryland** from **Yandina**. His score of 49 yellow gems on *Mischief Makers* absolutely destroyed the only other entry we've had so far for this game, and that was impressive enough to catch the eye of our judges this month, so well done James!
- There are a pile of new games that have either come out recently, or are due out very soon, including *Body Harvest*, *Silicon Valley*, *Glover* and *Turok 2*, so what we'd like from you games fanatics out there is a tumult of brand-new scores for all the brand-new games. Get those scores rolling in now!

Enter The Zone!

Follow these easy steps for achieving entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time
- Send the proof of your prowess to **64 ScoreZone**, 64 Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

64 SCOREZONE PINBOARD

- 1 Simon Tribbeck, Abington
- 2 Jon Quarrie, Stapleford
- 3 Ruaidhri Dunn, Enfield
- 4 Aaron Norris, Western Australia
- 5 Ewan Almon, Northcott
- 6

Banjo-Kazooie

MUMBO'S MOUNTAIN
0:06:47 Danny Dunn, Boston
0:09:49 Ingvar Gunnarsson, Iceland
0:10:03 Simon Tribbeck, Abington
0:10:28 Andy McDermott, 64 MAGAZINE
0:11:04 Iain Russell, Newbury

TREASURE TROVE COVE
0:20:03 Ingvar Gunnarsson, Iceland
0:22:04 John Brennan, Bicester
0:22:41 Iain Russell, Newbury

MAD MONSTER MANSION
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP
0:28:04 Ingvar Gunnarsson, Iceland
0:56:44 Gautam Rishi, Gerrards Cross

CLANKER'S CAVERN
0:19:52 Ingvar Gunnarsson, Iceland
0:32:39 Iain Russell, Newbury
0:40:28 Gautam Rishi, Gerrards Cross

RUSTY BUCKET BAY
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZEY PEAK
0:30:51 Ingvar Gunnarsson, Iceland

Gobi's Valley
0:33:25 Iain Russell, Newbury

GRUNTILDA'S LAIR
8:06:56 Gautam Rishi, Gerrards Cross

100 JIGGIES, 900 NOTES
4:46:00 Ingvar Gunnarsson, Iceland

Wetrix Classic

CLASSIC
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
3127208 Mans Ericsson, Sweden
2874158 Darren Cooper, Anfield
207341 Stephen Henderson, Upminster

PRO
644326 Mans Ericsson, Sweden
576238 Phillip Winterhalter, Portsmouth

1 MINUTE CHALLENGE
7636 Mans Ericsson, Sweden
6050 Greg Holman, Cambridge

HALF FULL DRAIN
1550024 Mans Ericsson, Sweden

1080° Snowboarding

HALF PIPE TRICK ATTACK
72846 Gautam Rishi, Gerrards Cross
61178 Mark Spowage, Woodhouse

CRYSTAL LAKE TRICK ATTACK
43756 Mark Spowage, Woodhouse
20231 Gautam Rishi, Gerrards Cross

CRYSTAL PEAK TRICK ATTACK
45396 Mark Spowage, Woodhouse
19065 Gautam Rishi, Gerrards Cross

GOLDEN FOREST TRICK ATTACK
13932 Gautam Rishi, Gerrards Cross

MOUNTAIN VILLAGE TRICK ATTACK
12776 Gautam Rishi, Gerrards Cross

DEADLY FALL TRICK ATTACK
7819 Gautam Rishi, Gerrards Cross

CRYSTAL PEAK RACE
1:32:10 Gautam Rishi, Gerrards Cross

GOLDEN FOREST RACE
1:28:90 Gautam Rishi, Gerrards Cross

MOUNTAIN VILLAGE RACE
1:44:41 Gautam Rishi, Gerrards Cross

BEST CONTEST SCORE
104735 Gautam Rishi, Gerrards Cross

Yoshi's Story

37424 Danny Dunn, Boston
35998 Richard Dunn, Boston
35460 Bonny Qvistorff, Copenhagen
33234 Steven Dijkerman, The Netherlands
29266 Michael Williams, Exeter

F-1 WGP

FASTEST LAP MONACO
01:24:74 Russell Murray, Bournemouth

Turok Training Level

2:12 Michael Williams, Exeter
2:58 Ingvar Gunnarsson, Iceland
3:15 Gavin Deadman, Biggin Hill

Starfox/Lylat Wars

OVERALL SCORE
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle-Upon-Tyne
2097 kills Adrian Stead, Hull
2096 kills Craig Humphrey, Stifford Clays
2094 kills Taty Luostarinen, Finland

CORNERIA
282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

METEO
302 kills Gavin Brennan, Claremorris

SECTOR X
161 kills Gavin Brennan, Claremorris

KATINA
192 kills Gavin Brennan, Claremorris

SECTOR Y
166 kills Gavin Brennan, Claremorris

VENOM 2
227 kills Gavin Brennan, Claremorris

Nagano Winter Olympics

BOBSLEIGH

50:46	Jon Quarrie, Stapleford
51:34	Simon Moorhouse, Doncaster
52:60	Peter Bell, Kent
53:85	Stu Heath, Kent

ALPINE SKIING

1:19:91	Jon Quarrie, Stapleford
1:20:13	Simon Moorhouse, Doncaster

SPEED SKATING 1500M

1:49:19	Jon Quarrie, Stapleford
1:49:86	James Ryland, Yandina, Australia
1:49:98	Joe Hamid, Mitcheldean

CHAMPIONSHIP SCORE

1363 pts	Jon Quarrie, Stapleford
1338 pts	Simon Moorhouse, Doncaster

Tetrisphere

RESCUE

82047300	Gavin Brennan, Claremorris
78621700	Barbet Koolmees, The Hague, Holland
38034300	Zack King, Surrey

PUZZLE

4:44	Gavin Brennan, Claremorris
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Chameleon Twist

JUNGLE LAND

03:15	Robert Gallagher, Southampton
03:25	Zack King, Surrey

ANT LAND

09:27	Robert Gallagher, Southampton
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Fighter's Destiny

RECORD ATTACK: FASTEST

0:20:91	Ben Atkinson, Newcastle-Upon-Tyne
0:35:25	Jon Quarrie, Stapleford
0:36:19	Nicholas Davies, Longfield
0:36:19	Martin Thom, Hook
0:38:42	Jeffrey Van Der Aa, Netherlands

RECORD ATTACK: RODEO

6:58:30	Nicholas Davies, Longfield
5:26:35	Jon Quarrie, Stapleford
2:55:24	Paul Culshaw, Welwyn Garden City
2:17:29	Jeffrey Van Der Aa, Netherlands
2:13:76	Gautam Rishi, Gerrards Cross

RECORD ATTACK: SURVIVAL

229 wins	Russell Murray, Bournemouth
93 wins	Nicholas Davies, Longfield
63 wins	Paul Culshaw, Welwyn Garden City
47 wins	Martin Thom, Hook

Diddy Kong Racing

ANCIENT LAKE

00:42:03	Adam Charlton, Buckden
00:42:10	Rob Pierce, Salisbury
00:42:54	Stephen Henderson, Upminster
00:42:65	Thomas Ferrari, Norfolk
00:44:25	Richard Dunn, Boston

FOSSIL CANYON

01:06:53	Adam Charlton, Buckden
01:10:00	Arthur van Dalen, Netherlands
01:11:83	Richard Dunn, Boston
01:12:81	Thomas Ferrari, Norfolk
01:13:73	Danny Dunn, Boston

JUNGLE FALLS

00:43:65	Adam Charlton, Buckden
00:45:66	Arthur van Dalen, Netherlands
00:47:13	Richard Dunn, Boston
00:47:46	Rob Pierce, Salisbury
00:48:75	Jason B, Warwickshire

TREASURE CAVES

00:47:71	Arthur van Dalen, Netherlands
00:49:06	Richard Dunn, Boston
00:49:31	Thomas Ferrari, Norfolk
00:49:41	Jason B, Warwickshire
00:50:05	Rob Pierce, Salisbury

WHALE BAY

00:57:06	Rob Pierce, Salisbury
00:59:63	Danny Dunn, Boston
01:02:11	Raymond Burton, Stockbridge
01:03:53	Jon Quarrie, Stapleford
01:03:63	Gavin Brennan, Claremorris

PIRATE LAGOON

01:04:36	Rob Pierce, Salisbury
01:11:35	Jon Quarrie, Stapleford
01:13:35	Gavin Brennan, Claremorris
01:14:60	Raymond Burton, Stockbridge

WINDMILL PLAINS

01:35:45	Adam Charlton, Buckden
01:45:93	Richard Dunn, Boston
01:52:10	Rob Pierce, Salisbury
01:52:56	Kevin Seeney, Bury St Edmunds
02:05:00	Kenneth Dundas, Arbroath

CRESCENT ISLAND

01:11:40	Adam Charlton, Buckden
01:14:31	Richard Dunn, Boston
01:24:90	Jon Quarrie, Stapleford
01:30:76	Neil Friedman, Whitefield

HOT TOP VOLCANO

01:15:75	Richard Dunn, Boston
01:17:93	Rob Pierce, Salisbury
01:18:45	Neil Friedman, Whitefield

01:18:61	Jon Quarrie, Stapleford
01:18:76	Kevin Seeney, Bury St Edmunds

HAUNTED WOODS

00:57:41	Jon Quarrie, Stapleford
01:00:31	Gavin Brennan, Claremorris
01:01:81	Craig Tippins, Mitcheldean
01:03:56	Raymond Burton, Stockbridge
01:05:15	Kenneth Dundas, Arbroath

FROSTY VILLAGE

01:19:01	Rob Pierce, Salisbury
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EVERFROST PEAK

01:37:03	Jon Quarrie, Stapleford
01:39:35	Sion Griffiths, Aberystwyth

SNOWBALL VALLEY

01:01:56	Raymond Burton, Stockbridge
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BOULDER CANYON

01:33:36	Rob Pierce, Salisbury
01:33:81	Danny Dunn, Boston
01:40:80	Raymond Burton, Stockbridge
01:45:63	Sion Griffiths, Aberystwyth

WALRUS COVE

01:36:55	Adam Charlton, Buckden
01:40:95	Richard Dunn, Boston
01:44:15	Rob Pierce, Salisbury
01:46:82	Kevin Seeney, Bury St Edmunds
1:47:30	Neil Friedman, Whitefield

SPACEDUST ALLEY

01:34:51	Danny Dunn, Boston
01:44:61	Arthur van Dalen, Netherlands
01:51:05	Rob Pierce, Salisbury
01:52:31	Jon Quarrie, Stapleford
01:53:03	Gavin Brennan, Claremorris

DARKMOON CAVERNS

01:49:03	Richard Dunn, Boston
01:49:75	Adam Charlton, Buckden
01:55:76	Rob Pierce, Salisbury
01:56:60	Kevin Seeney, Bury St Edmunds
01:58:65	Arthur van Dalen, Netherlands

SPACEPORT ALPHA

01:44:60	Danny Dunn, Boston
01:46:23	Rob Pierce, Salisbury
01:49:40	Arthur van Dalen, Netherlands
01:54:53	Gavin Brennan, Claremorris
01:54:86	Jon Quarrie, Stapleford

STAR CITY

01:30:45	Rob Pierce, Salisbury
01:30:90	Richard Dunn, Boston
01:32:46	Arthur van Dalen, Netherlands
01:34:88	Stephen Henderson, Upminster
01:38:31	Kevin Seeney, Bury St Edmunds

Goldeneye

FACILITY - 00 LEVEL!

1:07	Matthew Stevenson, Bournemouth
1:10	Matthys ten Ham, The Netherlands
1:12	Michael Williams, Exeter
1:27	Daniel Syversen, Norway
1:31	Stephen Hill, Maidstone

BELOMORYE DAM

0:56	James Hurst, Surrey
0:56	Matthys ten Ham, The Netherlands
0:56	Richard Lovelock, Newbury
0:57	Zack King, Surrey
0:57	Michael Williams, Exeter

FACILITY

0:55	Matthew Stevenson, Bournemouth
0:58	Matthys ten Ham, The Netherlands
0:59	Jon Quarrie, Stapleford
0:59	Neil Friedman, Whitefield
1:00	Michael Williams, Exeter

RUNWAY

0:24	Michael Williams, Exeter
0:25	Mike Geisler, Australia
0:25	Matthys ten Ham, The Netherlands
0:25	Sam Doyle, Glossop
0:25	Alex Fuller, Gillingham

SURFACE 1

1:07	Danny Dunn, Boston
1:11	Matthew Stevenson, Bournemouth
1:13	Matthys ten Ham, The Netherlands
1:13	Neil Friedman, Whitefield
1:14	Michael Williams, Exeter

BUNKER 1

0:22	Andrew Jones, Weston-Super-Mare
0:23	Matthew Stevenson, Bournemouth
0:23	Matthys ten Ham, The Netherlands
0:23	Jon Quarrie, Stapleford
0:24	Michael Williams, Exeter

LAUNCH SILO

1:26	Michael Williams, Exeter
1:31	Matthew Stevenson, Bournemouth
1:32	Alan Dundas, Arbroath
1:33	Danny Dunn, Boston
1:35	Richard Lovelock, Newbury

FRIGATE

0:34	Adam Tucker, Great Yarmouth
0:35	Matthys ten Ham, The Netherlands
0:35	Matthew Stevenson, Bournemouth
0:35	Michael Williams, Exeter
0:35	Neil Friedman, Whitefield

SURFACE 2

0:59	Andrew Jones, Weston-Super-Mare
0:59	Sam Doyle, Glossop
1:00	Danny Dunn, Boston
1:00	Sam Doyle, Glossop
1:01	Jon Quarrie, Stapleford

BUNKER 2

0:26	Danny Dunn, Boston
0:31	Michael Williams, Exeter
0:32	Matthew Stevenson, Bournemouth
0:32	Neil Friedman, Whitefield
0:32	Sam Doyle, Glossop

STATUE PARK

2:38	Danny Dunn, Boston
2:39	Raymond Burton, Stockbridge

2:39	Neil Friedman, Whitefield
2:41	Matthys ten Ham, The Netherlands
2:44	David Hanson, Birmingham

MILITARY ARCHIVES

0:20	Matthew Stevenson, Bournemouth
0:21	Michael Williams, Exeter
0:21	Sam Doyle, Glossop
0:22	Matthys ten Ham, The Netherlands
0:23	Richard Lovelock, Newbury

STREETS

1:14	Danny Dunn, Boston
1:18	Matthys ten Ham, The Netherlands
1:18	Jon Quarrie, Stapleford
1:19	Michael Williams, Exeter
1:19	Raymond Burton, Stockbridge

DEPOT

0:31	Michael Williams, Exeter
0:31	Richard Lovelock, Newbury
0:31	Matthys ten Ham, The Netherlands
0:31	Matthew Stevenson, Bournemouth
0:31	Kenneth Dundas, Arbroath

TRAIN

1:42	Matthew Stevenson, Bournemouth
1:46	Sam Doyle, Glossop
1:49	Neil Friedman, Whitefield
1:51	Jon Quarrie, Stapleford
1:52	Michael Williams, Exeter

JUNGLE

1:19	Neil Friedman, Whitefield
1:22	Matthew Stevenson, Bournemouth
1:25	Sam Doyle, Glossop
1:38	Mans Ericsson, Sweden
1:45	Andrew Jones, Weston-Super-Mare

CONTROL CENTRE

4:49	Jon Quarrie, Stapleford
4:52	Andrew Jones, Weston-Super-Mare
5:07	Michael Williams, Exeter
5:14	Karl Watt, Road Side
5:23	Neil Friedman, Whitefield

WATER CAVERNS

1:08	Danny Dunn, Boston
1:09	Jon Quarrie, Stapleford
1:10	Kenneth Dundas, Arbroath
1:10	Sam Doyle, Glossop
1:11	Michael Williams, Exeter

CRADLE

0:54	Sam Doyle, Glossop
0:55	Neil Friedman, Whitefield
0:59	Danny Dunn, Boston
1:02	Jon Quarrie, Stapleford
1:04	Matthys ten Ham, The Netherlands

AZTEC COMPLEX

3:56	James Eyre, Coalville
3:59	Karl Watt, Road Side
3:59	Sam Doyle, Glossop
4:08	Danny Dunn, Boston
4:12	Matthew Stevenson, Bournemouth

EGYPTIAN TEMPLE

1:01	Michael Williams, Exeter
1:02	Adam Tucker, Great Yarmouth
1:02	Matthew Stevenson, Bournemouth
1:04	Richard Lovelock, Newbury
1:05	Jon Quarrie, Stapleford

Wave Race

SUNNY BEACH

1:00:782	Alan Dundas, Arbroath
1:05:765	Mark Bonnes, East Kilbride
1:15:919	Ruaidhri Dunn, Enfield
1:16:144	Danny Dunn, Boston
1:16:916	Paul Leah, Stockport

SUNSET BAY

1:03:925	Alan Dundas, Arbroath
1:11:620	Mark Bonnes, East Kilbride
1:23:506	Ruaidhri Dunn, Enfield
1:24:256	Richard Dunn, Boston
1:24:808	David Newson, Cumbria

DRAKE LAKE

1:09:305	Alan Dundas, Arbroath
1:12:902	Ross McKinstay, Arbroath
1:18:954	Mark Bonnes, East Kilbride
1:25:798	Matthe T Clausen, Denmark
1:31:245	Ruaidhri Dunn, Enfield

GLACIER COAST

1:29:522	Alan Dundas, Arbroath
1:36:655	Douglas Bonnes, East Kilbride
1:43:173	Ruaidhri Dunn, Enfield
1:45:108	Gautam Rishi, Gerrards Cross

1:49:446	Jon Quarrie, Stapleford
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PORT BLUE

1:30:304	Mick Smith, Worcester
1:38:255	Ruaidhri Dunn, Enfield
1:44:031	Russell Auld, Lochwinnoch
1:44:037	Gautam Rishi, Gerrards Cross
1:45:563	Yvo Van Der Smock, Holland

SOUTHERN ISLAND

1:20:020	Mick Smith, Worcester
1:25:361	Alan Dundas, Arbroath
1:31:904	Ruaidhri Dunn, Enfield
1:38:079	Jon Quarrie, Stapleford
1:40:094	Russell Auld, Lochwinnoch

TWILIGHT CITY

1:47:538	Ruaidhri Dunn, Enfield
1:51:806	Jon Quarrie, Stapleford
1:52:164	Gautam Rishi, Gerrards Cross
2:03:365	Gavin Deadman, Biggin Hill

Mischief Makers

49 yellow gems James Ryland, Yandina, Australia
47 yellow gems Robert Gallagher, Southampton

Top Gear Rally**COASTLINE**

02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke
03:42:82 Chris Dunn, Boston
03:46:82 Kuljit S Athwal, Dundee
03:50:10 Richard Dunn, Boston

STRIP MINE

02:52:79 Jason Larosa, Pembroke
02:59:11 Chris Dunn, Boston
03:05:58 Kuljit S Athwal, Dundee
03:06:22 Jason Saunders, Tenderden
03:07:02 Gavin Brennan, Claremorris

JUNGLE

05:10:74 Jason Larosa, Pembroke
05:14:34 Kuljit S Athwal, Dundee
05:17:98 Chris Dunn, Boston
05:18:86 Kristoffer Thorbjornsen, Scotland
05:39:87 Alan C Salt, Nimbin, Australia

MOUNTAIN

06:29:16 Kuljit S Athwal, Dundee

DESERT

06:05:43 Kuljit S Athwal, Dundee

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

Shadows of the Empire**BATTLE OF HOTH**

01:02:07 Matthew Stevenson, Bournemouth
01:04:27 Hans Lafeber, The Netherlands

ESCAPE FROM ECHO BASE

01:03:52 Matthew Stevenson, Bournemouth
01:04:04 Hans Lafeber, The Netherlands

THE ASTEROID FIELD

01:03:16 Matthew Stevenson, Bournemouth
01:04:36 Hans Lafeber, The Netherlands

MOS EISLEY AND BEGGAR'S CANYON

01:02:49 Matthew Stevenson, Bournemouth
01:04:26 Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

01:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

01:06:50 Matthew Stevenson, Bournemouth

XIZOR'S PALACE

01:07:50 Hans Lafeber, The Netherlands

Extreme G**CITY 1**

2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton
2:09:65 Karl Watt, Road Side
2:10:53 Shannon Mundy-Castle, Tasmania
2:10:76 Jon Quarrie, Stapleford

DESERT 1

2:02:88 Michael Williams, Exeter

Snowboard Kids**ROOKIE MOUNTAIN**

01:26:43 Rob Pierce, Salisbury
01:26:63 Kenneth Dundas, Arbroath
01:27:23 Jay Scott, Fort William
01:27:33 David Dennison, Welwyn Garden City
01:30:66 Joe Young, Bickerton

BIG SNOWMAN

1:37:43 Rob Pierce, Salisbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City
1:41:33 Kenneth Dundas, Arbroath
2:01:73 Joe Young, Bickerton

SUNSET ROCK

1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury

NIGHT HIGHWAY

1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:30 Jay Scott, Fort William
1:33:66 Joe Young, Bickerton
1:33:90 David Dennison, Welwyn Garden City

GRASS VALLEY

1:42:26 Rob Pierce, Salisbury
1:44:86 Kenneth Dundas, Arbroath
1:46:83 Joe Young, Bickerton
1:47:10 Daniel Syversen, Norway
1:47:26 Jay Scott, Fort William

DIZZY LAND

1:36:43 Rob Pierce, Salisbury
1:37:33 Jay Scott, Fort William
1:37:43 Kenneth Dundas, Arbroath
1:37:53 Daniel Syversen, Norway
1:37:53 Joe Young, Bickerton

QUICKSAND VALLEY

01:37:10 Rob Pierce, Salisbury
01:37:83 Kenneth Dundas, Arbroath
01:40:50 Daniel Syversen, Norway

SILVER MOUNTAIN

01:46:86 Kenneth Dundas, Arbroath
01:47:33 David Dennison, Welwyn Garden City
01:47:70 Jay Scott, Fort William
01:47:80 Rob Pierce, Salisbury
01:48:30 Joe Young, Bickerton

NINJA LAND

01:23:06 Rob Pierce, Salisbury
01:24:50 Kenneth Dundas, Arbroath
01:24:46 Daniel Syversen, Norway
01:24:53 Joe Young, Bickerton
01:24:60 Mike Brear, Wirral

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
4352 Joe Young, Bickerton
2704 Mike Brear, Wirral

Quake 64**MAP 1: THE SLIPGATE COMPLEX**

01:30 Michael Williams, Exeter
01:30 Raymond Burton, Stockbridge
01:30 Jon Quarrie, Stapleford

MAP 2: CASTLE OF THE DAMNED

01:38 Jon Quarrie, Stapleford
01:43 Michael Williams, Exeter
01:44 Raymond Burton, Stockbridge
01:49 John Brennan, Bicester

MAP 3: THE NECROPOLIS

1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

01:46 Jon Quarrie, Stapleford
01:56 Raymond Burton, Stockbridge

MAP 5: THE DOOR TO CHTHON

01:54 Jon Quarrie, Stapleford
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

01:29 Raymond Burton, Stockbridge
01:29 Jon Quarrie, Stapleford
01:35 John Brennan, Bicester

MAP 7: ZIGGURAT VERTIGO

2:41 John Brennan, Bicester

MAP 8: THE OGRE CITADEL

01:58 Raymond Burton, Stockbridge
1:22 John Brennan, Bicester

MAP 9: THE CRYPT OF DECAY

1:18 Raymond Burton, Stockbridge

MAP 10: THE WIZARD'S MANSE

2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

5:06 Raymond Burton, Stockbridge

MAP 12: THE UNDEREARTH

1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

1:25 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:25 Raymond Burton, Stockbridge

MAP 17: CHAMBERS OF TORMENT

1:27 Raymond Burton, Stockbridge

MAP 23: AZURE AGONY

3:26 Raymond Burton, Stockbridge

MAP 25: SHUB NIGGURATH'S PIT

01:52 John Brennan, Bicester

Mario Kart 64**LUIGI RACEWAY**

01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland
01:38:47 Rob Pierce, Salisbury
01:39:64 Richard Dunn, Boston
01:40:09 James Eyre, Coalville

MOO MOO FARM

01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:32 Alan Dundas, Arbroath
01:30:42 Danny Dunn, Boston
01:33:68 Rob Pierce, Salisbury

KOOPA TROOPA BEACH

01:28:56 Mick Smith, Worcester
01:29:27 Edward Peszewski, California, USA
01:30:42 Alan Dundas, Arbroath
01:33:61 Jason Wheatley, Shildon
01:40:17 Richard Dunn, Boston

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, Boston
00:39:43 Russell Auld, Lochwinnoch

MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland
00:58:30 Mick Smith, Worcester
01:02:65 Rob Pierce, Salisbury
01:04:79 Richard Dunn, Boston
01:09:90 Matthew Bullman, Castleford

WARIO STADIUM

00:21:22 Richard Dunn, Boston
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, Boston
00:23:52 Neil Friedman, Whitefield
00:26:62 Matthys ten Ham, The Netherlands

CHOCO MOUNTAIN

01:40:71 Rob Pierce, Salisbury
01:44:13 Danny Dunn, Boston
01:49:89 Mick Smith, Worcester
01:52:90 Aaron Norris, Western Australia
01:55:22 Kenneth Dundas, Arbroath

ROYAL RACEWAY

01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, Boston
02:22:46 Jeffrey Van Der Aa, Netherlands
02:23:75 Ingvar Gunnarsson, Iceland

KALAMARI DESERT

01:36:58 James Eyre, Coalville
01:37:22 Alan Dundas, Arbroath
02:09:38 Danny Dunn, Boston
02:12:16 Rob Pierce, Salisbury
02:13:71 Richard Dunn, Boston

YOSHI VALLEY

00:35:19 Danny Dunn, Boston
01:13:36 Matthys ten Ham, The Netherlands
01:32:73 Rob Pierce, Salisbury
02:00:28 Russell Auld, Lochwinnoch
02:07:83 Paul Lloyds, Tenderden

RAINBOW ROAD

04:15:95 Alan Dundas, Arbroath
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, Boston
05:05:21 Russell Auld, Lochwinnoch
05:12:75 Ingvar Gunnarsson, Iceland

BANSHEE BOARDWALK

01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:08:77 Rob Pierce, Salisbury
02:20:75 Russell Auld, Lochwinnoch
02:21:03 James Eyre, Coalville

DONKEY KONG'S JUNGLE PARKWAY

00:31:94 Danny Dunn, Boston
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, Boston
01:18:67 Matthys ten Ham, The Netherlands
01:35:28 Arthur Van Dalen, The Netherlands

SHERBET LAND

01:56:23 Mick Smith, Worcester
01:56:41 Alan Dundas, Arbroath
02:00:27 James Eyre, Coalville
02:05:14 Rob Pierce, Salisbury
02:05:82 Danny Dunn, Boston

BOWSER'S CASTLE

02:04:44 Kenneth Dundas, Arbroath
02:17:71 Rob Pierce, Salisbury
02:22:67 Matthys ten Ham, The Netherlands
02:30:37 Russell Auld, Lochwinnoch

TOAD TURNPIKE

01:57:79 Danny Dunn, Boston
02:05:37 Aaron Norris, Western Australia
02:14:34 David Dennison, Hertfordshire
02:35:50 Kenneth Dundas, Arbroath
02:45:26 James Eyre, Coalville

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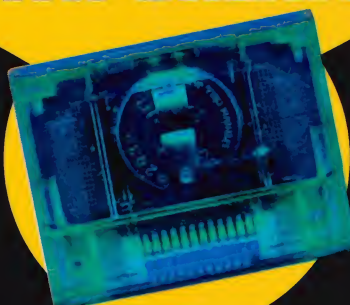
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The mission is almost complete - our stripy hero can now destroy the alien invaders!

MISSION TWELVE:

The Extractor

"The captured Herdlings have informed us that the main source of Herd power is a radioactive mucus created by toxic waste. A mucus extractor has been discovered by our scout squads. Destroy it to cut Herd power supplies."

Your first task is to open the Herd Gate, and to do this you must activate three switches. Follow the two conduits to two switches which are guarded by Dragoonflies, a Louse Gun and Killa-Pillas. There is a Full Health pick-up on the log next to one of the switches.

Secret One: Examine the tree and near the puddle containing the Killa-Pilla. Behind it is a Fusion Cannon and two nectar-bearing flowers.

Secret Two: Have a look at the tree wall near the tombstone to find a small alcove with a Pulse Laser and a HGS 2000 inside.

Blow the switches and follow the broken conduits to the last switch, which is guarded by two Dragoonflies. Shoot this switch and follow the conduit and the line of small points pick-ups to the log. Collect the Pulse Laser from

under the log and the HGS 2000 from inside the urn.

Secret Three: On the right side of the log is a tree and a leafy plant concealing a tunnel. Fly down this and enter a hidden area with four nectar flowers, two HGS 2000s and points pick-ups worth 2100.

Fly through the open Herd Gate, collecting the Spiker on your way through. Destroy the Blocker Bug guards with the HGS 2000 and blow both switches, being careful to avoid the Mines. Take the Herd Gate to the next section.



▲ This alcove is fairly easy to spot once you know where it is, although it's a bit tricky to find the first time around.



◀ The rig itself is impervious to your shots. However, some foolish insect left these explosive barrels in the open. Blow 'em away!

Collect the HGS 2000 from the urn and the points pick-ups from on top of the mushroom and the stone, then kill everything to open the Herd Gate and proceed through into the last section.

Ahead is a large log. Enter it and collect the Guided Missile Launcher. Just to the left of the log is a Phase Column, so don't leave yet - instead, fire the Guided Missile Launcher through the knothole on the right to destroy the switch controlling the Column.

Secret Four: Behind the tombstone in the area containing the switch are some Herd Barracks. Blow them up to uncover a small tunnel containing an HGS 2000, a Full Health pick-up, a Fusion Cannon and a Plasma Pistol.

Collect the points pick-up from on top of the mushroom and destroy the Blocker Bug. Ahead is the oil rig. Pick off all the enemies in the area then blast all the barrels on the rig to destroy it. Blow up all the small Herd Buildings for a Full Health pick-up, a Fusion Cannon, a Plasma Pistol and points pick-ups worth 410.



▲ Blocker Bugs are a total nightmare when you're trying to get somewhere in a hurry. They move ridiculously fast, so paste them immediately.



ble

MISSION THIRTEEN:

Nuke Tower

"An alarming report from our intelligence service just revealed the existence of a large nuclear device ready to be launched at a friendly area. You must deactivate it immediately."

The first section is full of Wasps and small Hover Flies, so take out the generator first. Collect the two HGS 2000s which are on your left as you appear and follow the small line of points pick-ups, avoiding the Lily Launcher that spews out Maggot Missiles. Blow the switch to open the Herd Gate that's obscured by the barrel.



▲ The Lily Launcher is a total nightmare, as it is practically impossible to destroy and constantly launches Homing Maggots at you.



Secret One: Fly over the mushroom next to the tree growing on the ledge on your right. This triggers a Full Health pick-up, 200 points and a Fusion Cannon.

Through the Herd Gate, collect the points pick-ups on your left and blast the switch, then follow the small points pick-ups but be careful as the area is a minefield. Avoid the Fireflies ahead and exit through the Herd Gate then locate the teleport.

Secret Two: Fly over the small blue pad. This generates an HGS 2000 and a Fusion Cannon.

▼ Fly over this blue pad to trigger the appearance of some heavy firepower over by the teleport.



▲ The Nuclear Device that you've got to destroy isn't that heavily defended once you reach it, but you've got a limited time before it lifts off.

PLAYING GUIDE

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▲ To destroy the Nuke, shoot the three small protrusions on its base in sequence until the whole thing blows.

Enter the teleport – when you emerge, destroy the Killa-Pilla in front of you with the HGS 2000. To your right is a Phase Column and behind it an inactive teleport concealing another HGS 2000. The next switch is down the passage to your left. Blow it to deactivate the Column and activate the teleport. Watch for Hover Flies, collect the HGS 2000 and go through the teleport.

You now have 1:50 to deactivate the Nuclear Device. Use the HGS 2000 to destroy the Wasps then use the Plasma Pistol on the Nuclear Device – you'll need to shoot the three targets at the base of the nuke, starting with the one that's flashing blue. Do this twice more and it's mission complete!



MISSION FOURTEEN:

Mucus Storage

"Now that this nightmarish danger is ward off, you must conduct another special mission: Destroy the radioactive mucus storage silos. You will be beamed right into the heart of enemy territory so we have issued you with some very high-powered weapons. Make full use of these."

Collect the four Guided Missile Launchers on your right and proceed through the tunnel. Use the Launcher to take out the Hover Flies and the switch. Use the Launcher again to take out the Louse Gun

Emplacements in the next area, then proceed through the hole in the wall and take out the Spotters. Once you've killed everything in the area the Herd Gate opens – go through, but note the tree stump as you do so.

Secret One: Through the Herd Gate, fly over the tennis ball on your right to trigger a Fusion Cannon on the tree stump in the last area.

Destroy the Small Herd Building and look in the tubes to collect more Guided Missile Launchers. Take out as many of the Killa-Pillas and Louse Guns as you can from the safety of the tubes using the Guided Launchers, then kill everything remaining to open the Herd Gate and go through into an area with a switch guarded by a Phase Column. Again, use the Guided Missile Launcher to blow the switch, then go through the hole in the wall and use the same weapon to destroy the Louse Gun Emplacement in the area beyond without passing through the hole. Don't go through this next hole in the wall yet as there are four Phase Columns in total – if you get too near, you'll be sucked in.



▲ The Guided Missile Launchers are essential if you want to complete this level, as some targets can't be destroyed without them.

Fire a Guided Missile through the first hole and guide it into the second hole to blow the switch and deactivate the Phase Columns. Destroy the Herd Building on your left as you go through the second hole for a Pulse Laser.

Before you enter the hole to the last area, fire Guided Missiles through it to destroy the Gun Turrets. This releases two Pulse Lasers. Destroy all the Giz Beetles and other enemies, then blow the Mucus Silos.

▼ The Silos are only vulnerable at this point. You'll need to hit each of them several times on this spot to accomplish your objective.



▲ The ultimate aim of this level is to destroy the Mucus Silos. These are huge constructions, but there's no rush so take out enemy defence forces first.



MISSION FIFTEEN:

Depot Attack

"We have spotted a small squadron of Wood Wasps leaving a Herd Depot carrying some of these mucus spores. These spores can poison the entire population. Stop them immediately wherever they go."

The best weapon for this mission is the Fusion Cannon, although there aren't any Fusion Cannon pick-ups on the level, so you'll need to rely on ammo from previous missions. Behind the start point is a Pulse Laser and a Spiker.

Stay close to the Wood Wasps and use your radar. The first log you see has a Pulse Laser under it. The first silver birch you see has a Pulse Laser behind it.

Destroy all the Wood Wasps before they get to the finish line. If one of them crosses the line the mission is over. Once all three are dead, you transport to a large water arena and the Spore Carrier.

Destroy the Carrier by blasting its engines. Scattered around the level are Plasma Pistols and Spikers. When the engines are sufficiently damaged the Spore Carrier's outer shell falls away, leaving the interior exposed. Concentrate your fire until the Spore Carrier crashes into the water.



▲ Hit the engines enough times and the interior of the Spore Carrier opens. This exposes another weak spot – and some heavy firepower too!



▲ The Spore Carrier is vulnerable around its engines. However, you'll need to watch out for the wash from them as it will damage you.



▲ The reason the Fusion Cannon is so useful on this level is that you don't need to aim it – just get close enough and those Wasps are history!



MISSION SIXTEEN:

Sterilisation

"We fear that the explosion of the spore carrier released poison into the atmosphere. Before the spores spread and become lethal we have decided to sterilise the entire zone. One of our explosive squads has dropped a DET trigger near the poison cloud. Activate it and leave the zone quickly!"



Collect the Plasma Pistol from the barrel and the HGS 2000 from the drink can. As you enter the sewer you receive the message:

"ALERT! ALERT! Buck get out quick! The Herd have been alerted to your presence and have set off the DET trigger themselves. GET OUT OF THERE NOW!"

You may need to do this mission a few times before you successfully complete it. The main thing is a question of

remembering where things are. There are pick-ups along the way, some in the rusty pipes along the wall and others directly on your flight path. Whether you want to deviate and collect these is up to you.

The way to complete this mission is to be quick and to think ahead. The HGS 2000 is the best weapon to use, and you should ignore ground-based targets and save your ammo for the Blocker Bugs and Spiders which will otherwise impede your progress.



▲ You'll find an HGS2000 on this drink can. This is the best weapon you can have on this stage, so make sure you grab it!



▲ The second you reach the sewer entrance the countdown to oblivion begins. You'll need to really shift to get to the end in time.

MISSION SEVENTEEN:

Scorpion Killer

"Buck, it's finally time to finish off this Herd Threat. Enter their base and eradicate this danger forever. Blast everything that moves. Take no prisoners! Good luck!"

The mission here is to destroy all the enemies you encounter. From the start point, fly forwards and collect the HGS 2000. Use this to destroy the Spider on its web and go on to kill the second Spider, after which you come to a small junction.

Turn left, watching for enemy Homing Mines, and enter an area with multiple pick-ups in little compartments on the wall. There is one Exo-Sect Launcher, three Plasma Pistols, one Spiker, one Cluster Bomb, 1600 points and three nectar flowers.

Go back to the junction and turn right, watching for the Spider in the floor which fires homing particles. Collect the two HGS 2000s and two Guided Missile Launchers from the wall compartments.

Destroy the Spider on the web, then use the Guided Missile or the HGS 2000 to destroy the Herd Commander from a safe distance. Enter the area and destroy the Dragoonfly. There are also two alcoves in this area with a Full Health pick-up, a Plasma Pistol and a Pulse Laser in them.

Destroy the next Spider and web, fly through and take out the first two Kill-Pillas. In the next area seek and destroy two more Kill-Pillas, a Herd Commander and a Killa-Kommander. Somewhere near the Herd Commander are two nectar flowers, one Exo-Sect Launcher and an HGS 2000 in the large Herd structure. In the area with the Killa-Kommander is a Pulse Laser and a Plasma Pistol. When these enemies are disposed of the teleport becomes active.

Make sure you have all the health and pick-ups you need because you can't return to the hive once you enter the



▲ This is another level where Homing Mines are a problem. Be careful as you round corners, or you could come to a sticky end!



▲ Be sure to check this room for the ammo and health which is positioned in the alcoves along the walls on all sides.



teleport. As you approach the teleport you receive a message.

"Buck, we've picked up an enemy message. They have called out their most powerful defence unit to stop you! Prepare to fight!"

Upon exiting the teleport you are confronted by the Scorpion Tank. It fires rapid lasers and Homing Maggot missiles, so keep moving. The Tank's weak spot is its eye set between the large guns. The Pulse Laser is the best weapon to use on the Scorpion Tank. There are also various pick-ups scattered about the level to help you.



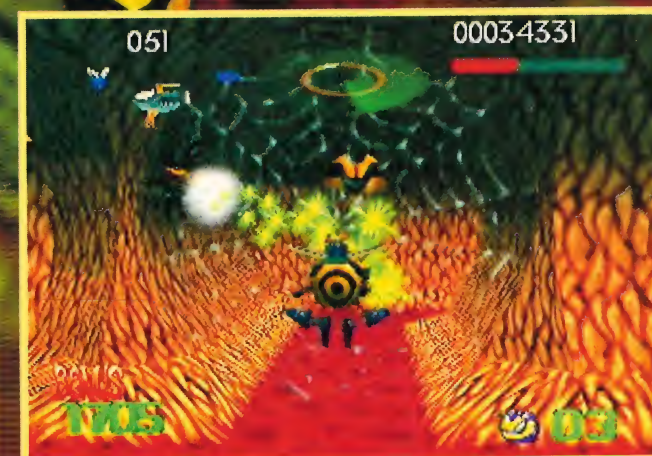
▲ The Scorpion Tank has heavy firepower, but if you get in between the front guns and pound its weak spot it'll go down easy enough.



▲ Blow away the hoverflies or they will blast you and impede your progress by blocking your flight path. Kill them all!



▲ The Floor Spider is a lot more dangerous than its web-based counterpart. Take it out as quick as possible or you'll take a lot of damage.



▲ After some of the enemies you've encountered lately, this Herd Commander is a bit of a relief! Take him out from a distance if possible.



MISSION EIGHTEEN: Core Nuke

"Buck, the enemy troops are still very efficient inside their nest. Our intelligence services have located their main reactor. A single bomb could blow away the entire Herd garrison. Fight your way to the reactor, drop the bomb on it and escape!"

▼ You'll need to take out each of the four blue spheres on the lasers before you can plant the bomb.

Destroy the Herd outpost in the start sector, then take out the Wasp Nest, the Beetle Nest, the two Killa-Pillas and the Herd Commander (in that order) to activate the teleport entrance to the Herd Base. The Herd

Barracks house weapons and health pick-ups and there is a Full Health pick-up to the far left of the start area.

Through the teleport, make your way to the room housing the bomb and watch out for the two Louse Gun emplacements in the room directly preceding it – it is easier to take them out from a distance using the Guided Missile Launcher, a few of which you will find before you encounter the Louse Guns.

To collect the bomb, you'll have to first blow the switch connected to the Phase Column. Watch out for the

Mosquitoes in the area while you do this. With all the Phase Columns switched off, you can collect the bomb and enter the Core Nuke entrance teleport.

Upon exiting the teleport, go left into a secluded area and blow the switch to deactivate the phase column. Once in the Core Nuke area, destroy the four blue laser spheres after first taking out the Killa-Pilla guards and the Wasp reinforcements. Once all the spheres are gone, lay the bomb and get out quick because you've only got 1:40 before the bomb blows!



▲ Mosquitoes are a total nuisance. They fly at you extremely fast and try to ram you. Don't stick around too long.



▲ The Beetle Nest is only vulnerable when open. It only opens to release new Beetles. So blow up some Beetles!



▲ There are Phase Columns all over this room. Blow the switch with a Guided Missile from just outside then nip in and grab the bomb.

MISSION NINETEEN:

Gatekeepers

"Buck, we have located the Queen's chamber. We will beam you in as near to the chamber entrance as possible. We assume you will encounter the Queen's Gatekeepers so proceed with caution to outwit this heavy resistance. Locate the keys to the chamber which are being held by the Gatekeepers. Good luck, Buck!"

You start the mission facing two small stone statues of the Queen's head. On top of them are a Fusion Cannon and an HGS 2000. There is also a path leading to the Queen's chamber but the door is closed. If you follow the path you encounter two large swarms of Wasps which you must destroy eventually, but not necessarily immediately.

From the start, on your right behind the silver birch is a Full Health pick-up. Also, look at the murky coloured water behind you for some Cluster Bombs and a Plasma Pistol.



Secret One: Fly through the Herd Temple. This generates pick-ups around the taller building behind it. There is an HGS 2000, a Plasma Pistol, a Fusion Cannon, a Spiker, and points pick-ups worth 4000.

Keep checking the water for a Pulse Laser, and don't forget to check the ledges on the walls. There is an HGS 2000 on the wall behind the large building. This area has many landmarks so that you don't get lost. Remember that the statues are near the Queen's lair and that the Herd Temple is near your start point.

From the Herd Temple, fly forwards and to the right. You will see a Blocker Bug. Destroy this and keep flying forward to find a large Herd structure on your left and small metal railings. This is where you encounter the first of the Gatekeepers. Destroy him and collect the key piece he releases.

Look in the area behind the silver birch to find a Chain Moth and an HGS 2000. Also check the wall near the first Gatekeeper for two Pulse Lasers and some nectar. Near the bridge is a Herd Commander. Destroy him and fly down the bridge to collect points pick-ups worth 510, an HGS 2000 and a Guided Missile Launcher.

Find and destroy the second Gatekeeper for the next key piece. If you're low on health, there is a Full Health pick-up on the ledge behind the



▲ First order of business is to grab the weapons from above the statues. It's advisable to then take on the Wasps to get them out of the way.

Transporter. Face the bridge and look for some railings on the left, behind which is the last Gatekeeper. Destroy him, collect the last key piece and head back for the entrance to the Queen's chamber.

Fly through the entrance collecting 100 points, a Full Health pick-up, a Plasma Pistol, two HGS 2000s and a Spiker, then fly into the teleport. You will be teleported to the Queen's arena!

► Fly through the Herd Temple to make a whole host of weapons and points pick-ups appear around the structure just behind it.



"Buck, we are registering a high level of energy near you. The Queen must be close to you now, so watch your step!"

Queen Boss

The Queen not only fires homing lasers at you, but she also fires homing Maggot Missiles at an alarming rate. You must keep moving at all times, ducking out of the way of her fire. Her vulnerable point is her head but it's very difficult to get at, and if she tramples you you die instantly. The Pulse Laser is the best weapon for defeating the Queen – the Fusion Cannon has little or no effect.

Get up nice and high and fire down on the Queen for best effect. Once you have her health down to zero, she sinks into the floor – but this isn't the last you've heard from her! She returns as a pupae-type creature that coils round and round. Don't get too close to her or she knocks a lot of your health off. Again, aim for the head until she finally calls it a day!



▲ You'll need to have your wits about you when you take on the Queen. Whatever you do, don't let her get close enough to trample you.



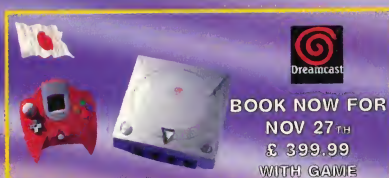
▲ The Queen is an extremely dangerous enemy. She pursues you relentlessly around her chamber and takes a lot of hits to kill.

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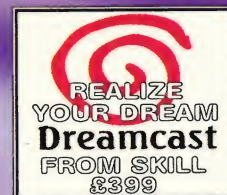
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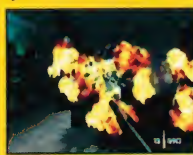
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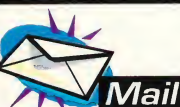
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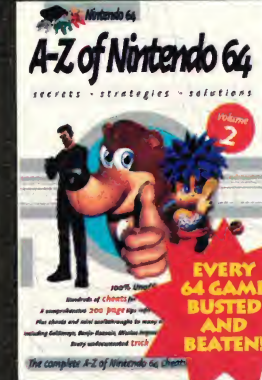
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Want to find out about an older N64 game? The Nindex is the definitive guide to all things Nintendo!

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64 nindex

64 MAGAZINE GAME CHARTS



Our ranking of the top 20 (or thereabouts) games you can buy for your N64, based on the 64 MAGAZINE scores!

1-	Goldeneye	Nintendo	95%
1-	Banjo-Kazooie	Nintendo	95%
1-	ISS '98	Konami	95%
4	F-1 World Grand Prix	Nintendo	94%
5-	Forsaken	Acclaim	93%
5-	World Cup '98	EA Sports	93%
5-	ISS 64	Konami	93%
8	Super Mario 64	Nintendo	92%
9	Bust-A-Move 2	Acclaim	91%
10-	Gex: Enter The Gecko	GT	90%
10-	Buck Bumble	Ubi Soft	90%
10-	F-Zero X	Nintendo	90%

10=	WWF Warzone	Acclaim	90%
14	All-Star Baseball	Acclaim	89%
15=	Lylat Wars	Nintendo	88%
15=	Quake	GT	88%
15=	NHL '99	EA Sports	88%
18=	Silicon Valley	Take 2	87%
18=	WCW Vs NWO Revenge	THQ	87%
18=	Puyo Puyo Sun 64	Compile	87%



The five worst N64 stinkers that you should avoid at all costs!

3=	FIFA 64	EA Sports	20%
3=	Dual Heroes	Hudson Soft	20%
3=	Aero Fighters Assault	Video System	20%
2	St Andrews Golf	Seta	10%
1	Clayfighter 63 1/3	Interplay	8%

90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.



95% and above

The Gold Medal Award only goes to those few games that you absolutely must own!



1080° SNOWBOARDING

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 17 RK

Playable and polished snowboarding game from the Wave Race team which looks great and plays extremely well. Try a little powder!

- + Superb control method
- Few courses, dodgy AI



AERO FIGHTERS ASSAULT

PUBLISHER: Video System PRICE: £59.99 REVIEWED: Issue 15 AM

Abysmal airborne shoot-'em-up with borders as big as Soviet Russia and not even the tiniest amount of that thing called 'fun'.

- + Nice planes
- Slow, boring, jerky



AERO GAUGE

PUBLISHER: ASCII PRICE: £59.99 REVIEWED: Issue 15 LC

A feeble clone of Wipeout, rendered totally pointless by F-Zero X and the real Wipeout 64. Massive pop-up and low speed don't help.

- + Not a whole lot
- Pop-up, crap controls, slow, few tracks



AIRBOARDER

PUBLISHER: Human PRICE: Import REVIEWED: Issue 14 RK

A Back To The Future-style hoverboard 'sim' combining racing and stunts. An acquired taste - you might try it and like or hate it.

- + Something different
- Annoying controls



ALL-STAR BASEBALL '99

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 16 ST

Baseball might not be everyone's cup of tea, but the superb visuals could just persuade you to give this very playable sim a try.

- + Fantastic graphics, smooth gameplay
- Prone to crashing



ART OF FIGHTING TWIN

PUBLISHER: Culture Brain PRICE: Import REVIEWED: Issue 10 AM

Not a bad fighting game, with two modes - normal and super-deformed. It's like a cut-down, cut-rate Virtua Fighter 2.

- + Fast, easy to play
- Simplistic



AUGUSTA MASTERS '98

PUBLISHER: T&E Soft PRICE: Import REVIEWED: Issue 18 LC

Ghastly golf game that puts you right off trees, grass and healthy walks. Lousy controls, worse graphics, and the gameplay? Ptiu!

- ✦ Not as bad as *St Andrews Golf*
- ✦ Just about everything



AUTOMOBILI LAMBORGHINI

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 8 RK

Arcade-style racer featuring real supercars which is some fun with four players but lacks speed and excitement otherwise.

- ✦ Fast, four players
- ✦ Drab, unrealistic handling



BLAST CORPS

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3 AM

Unusual game that defies categorisation – it's a sort of racer-puzzle-adventure thing. Entertaining but not that long-lasting.

- ✦ Massive destruction, lots of vehicles
- ✦ Can get frustrating



BODY HARVEST

PUBLISHER: Gremlin PRICE: £49.99 REVIEWED: Issue 20 AM

A tough action-adventure pitting a lone warrior against an army of giant bugs. Great fun, but can get extremely difficult.

- ✦ Lots of action, great aliens
- ✦ Weak adventure, hard



BOMBERMAN 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 9 RK

A *Mario*-style adventure which involves throwing bombs instead of jumping on platforms. A likeable, if easy, diversion.

- ✦ Interesting puzzles
- ✦ Disappointing multiplayer game



BOMBERMAN HERO

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 15 AM

Sequel to the above which makes the huge mistake of being even easier and dispensing entirely with a multiplayer game.

- ✦ Variety of levels
- ✦ Far too easy, some frustrating sections



BANJO-KAZOOIE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16 AM

One of the very best games on the N64 – or anywhere – thanks to Rare's attention to detail. Fantastic platform action that you must own!

- ✦ Pretty much everything
- ✦ You need the sequel to see it all...



BRAVE SPIRITS WRESTLING

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 12 RK

Japanese wrestling game that pales in comparison to the likes of WCW Vs NWO and WWF Warzone. Not really worth getting.

- ✦ On-screen move help
- ✦ Unknown Japanese wrestlers, unresponsive



BIO FREAKS

PUBLISHER: Midway PRICE: £44.99 REVIEWED: Issue 19 AM

In the future, wars will be fought by androids hacking off each others' limbs. Sounds like a good fighter, and it is...

- ✦ Blood, severed limbs, 3-D combat
- ✦ Slightly awkward



BUCK BUMBLE

PUBLISHER: Ubi Soft PRICE: £49.99 REVIEWED: Issue 18 RK

Mission-based shooter with a cyborg bee as hero. Plenty to do and nice characters, but not as frantic as it could have been.

- ✦ Lots of action, cool weapons
- ✦ Horrible fogging



64 SCORE



HIT THE HEIGHTS

1 Banjo-Kazooie	95%
2 Super Mario 64	92%
3 Gex: Enter The Gecko	90%
4 Silicon Valley	87%
5 Mystical Ninja	85%

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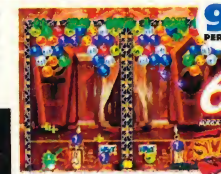
Doraemon	30%
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BUST-A-MOVE 2

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 15 RK

A simple action-cum-puzzle game that doesn't look like much but is so addictive you need methadone to get away from it!

- ✦ Incredibly playable, lots of options
- ✦ Brain-melting music



CHAMELEON TWIST

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 10 RK

A simple platformer, its only real innovation being the main character's use of his tongue in order to move himself around.

- + Inventive controls
- Useless camera, too easy



CLAYFIGHTER 63 1/3

PUBLISHER: Interplay PRICE: £59.99 REVIEWED: Issue 8 AM

Absolutely the worst game on the N64! There isn't a single good thing about this game – if you see it, alert the authorities!

- + Nobody's making you buy it
- Everything about it



DORAEMON

PUBLISHER: Epoch PRICE: Import REVIEWED: Issue 3 AM

Very simple Mario knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear.

- + Multiple characters
- Japanese text, aimed at young kids

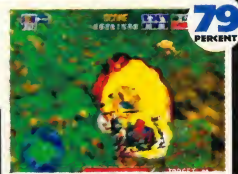


CHOPPER ATTACK

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 18 RK

An attempt to create a Desert Strike-style game for the N64, let down by awkward controls and plodding gameplay.

- + Wide range of hardware
- Slow, dated visuals, awful music



CRUIS'N USA

PUBLISHER: Nintendo PRICE: £34.99 REVIEWED: Issue 17 RK

Pathetic driving game that's fun only for those with half their brain kept in a jar by the bed. Avoid at all costs. You've been warned.

- + Nothing
- Crap graphics, crap sound, crap gameplay, etc etc



DUAL HEROES

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 9 AM

Get your scrapers ready, because here's the barrel! Eye-pokingly bad beat-'em-up that requires no skill whatsoever to defeat.

- + Hasn't killed anyone – yet
- You might as well burn your money



CRUIS'N WORLD

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 17 AM

Sequel to Cruis'n USA, which despite being made two years later is just as bad as the original. Nintendo, sort yourselves out!

- + Four-player game
- See Cruis'n USA



DUKE NUKEM 64

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 7 AM

Rattling good fun with the quip-spewing antihero. Straightforward Doom-style gameplay, done with imagination and humour.

- + Tough challenge, bad jokes
- Blurry enemies



DARK RIFT

PUBLISHER: Vic Tokai PRICE: £59.99 REVIEWED: Issue 4 LC

Identikit beat-'em-up with absolutely nothing of interest about it. Every last detail is taken from other, better, fighting games.

- + Looks quite decent
- Boring, boring, boring



EXTREME G

PUBLISHER: Acclaim PRICE: £49.99 REVIEWED: Issue 7 AM

Futuristic bike game with weapons and rollercoaster tracks. Sometimes sheer speed makes you rely on luck, not skill.

- + Fast, impressive visuals
- Duff Battle mode, often uncontrollable



DIDDY KONG RACING

PUBLISHER: Nintendo/Rare PRICE: £49.99 REVIEWED: Issue 7 AM

Combination of racing game and adventure with Rare's usual flair. Excellent multiplayer game with lots of hidden secrets.

- + Great visuals, lots to do
- Loses appeal when you've seen everything



F1 POLE POSITION

PUBLISHER: Ubi Soft PRICE: £59.99 REVIEWED: Issue 6 RK

An early attempt to do an N64 Formula 1 game, with poor visuals and terrible car handling. Lapped by F-1 WGP in all respects.

- + Speedy gameplay
- Unrealistic, out of date



F-1 WORLD GRAND PRIX

PUBLISHER: Video System PRICE: £39.99 REVIEWED: Issue 18 ST

Superb Formula 1 simulation based on the 1997 season. Incredibly detailed and realistic, but complex; not for casual players.

- + Looks gorgeous, real race events
- Requires lots of practice



64 SCORE Shoot-'em-ups



HIT THE BULL

1 Goldeneye	95%
2 Forsaken	93%
3 Buck Bumble	90%
4 Lylat Wars	88%
5 Quake	88%

LOAD OF BULL

Aero Fighters Assault	20%
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FIFA 64

PUBLISHER: EA Sports PRICE: £29.99 REVIEWED: Issue 2 PK

Abysmal travesty of a football game with jerky animation, moronic players and graphics so blurry they're singing *Parklife*.

- It's cheap
- As is *ISS '98*, so get that instead



20 PERCENT

FIFA: ROAD TO WORLD CUP '98

PUBLISHER: EA Sports PRICE: £59.99 REVIEWED: Issue 9 AM

A massive improvement on *FIFA 64*, but almost immediately rendered obsolete by *World Cup '98*, its own sequel.

- Management options
- World Cup '98* is better



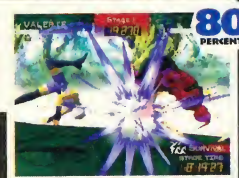
80 PERCENT

FIGHTERS' DESTINY

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 11 RK

Not-bad attempt at a fighting game, with some original ideas and a welcome emphasis on skill instead of special attacks.

- A slightly different kind of beat-'em-up
- Fighters lack brains



80 PERCENT

FORSAKEN

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 14 AM

Underground *Descent*-style shooter with flashy lighting effects and tough, intelligent opponents, as well as a very good multiplayer game.

- Enemy AI, looks great, loads of weapons
- Some short levels



93 PERCENT

F-ZERO X

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 17 AM

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator!

- Speed, smoothness, control
- Minimalist graphics



90 PERCENT

GASP! FIGHTERS' NEXTREME

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 13 RK

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky.

- Build your own fighters
- Poor combat, jerky, seen it all before



70 PERCENT

GEX: ENTER THE GECKO

PUBLISHER: GT Interactive PRICE: £49.99 REVIEWED: Issue 18 RK

Film-spoofing platformer starring a mouthy lizard. Amusing and well done, but not up to the standards of *Banjo-Kazooie*.

- Wisecracks, varied and immersive levels,
- Dated feel, dodgy camera



90 PERCENT

GLORY OF ST ANDREWS, THE

PUBLISHER: Seta PRICE: Import REVIEWED: Issue 3 AM

Horrid golf sim that tries to duplicate golf strokes with the analogue stick and fails miserably. Master System graphics and zero realism.

- Japanese, so you'll probably never see it
- Makes real golf exciting



10 PERCENT

GLOVER

PUBLISHER: Hasbro PRICE: £49.99 REVIEWED: Issue 20 RK

Very appealing combination of platform game and puzzle, the objective being to bounce magical balls to safety.

- Great ball control, lots of puzzles
- Can get frustrating



85 PERCENT

GOLDENEYE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 5 AM

If you only buy one N64 game, make it this! Unmatched multiplayer action and superb one-player game – you are James Bond.

- Deathmatch, involving missions
- Tank chase a bit weak



95 PERCENT

GT 64 CHAMPIONSHIP EDITION

PUBLISHER: Ocean PRICE: £59.99 REVIEWED: Issue 16 AM

Second-rate bash at a saloon car racing game, with few tracks, sparse visuals, low frame rate and completely nightmarish controls.

- Cars look quite good
- Ponderous, unexciting, lame two-player mode



64 PERCENT

HEXEN

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5 AM

Risible port of a feeble PC *Doom* clone, in the running for a 'Most Blurred Graphics' award. Trudging gameplay and dull enemies.

- Some amusing weapons
- Tedious beyond belief



30 PERCENT

64 SCORE



CRYPTIC CROSSWORDS

1	Bust-A-Move 2	91%
2	Puyo Puyo Sun 64	87%
3	Wetrix	86%
4	Glover	85%
5	Puzzle Dama	80%

CRAPTIC CROSS WORD

Jeopardy! 30%



IGGY'S RECKIN' BALLS

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 17 RK

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it.

- Lots of tracks, four-player game
- Maybe *too* weird



83 PERCENT

ISS 64

PUBLISHER: Konami PRICE: £34.99 REVIEWED: Issue 3 AM

Fantastic football game now available at a budget (ish) price. The second best soccer sim that money can buy – only its sequel is better!

- Low price, fab gameplay
- PAL version slightly slow, it's not *ISS '98*!



93 PERCENT

ISS '98

PUBLISHER: Konami PRICE: £39.99 REVIEWED: Issue 18 PM

The best football game written for any machine – ever! Sheer soccer style that you'll be playing for years to come.

- It's just the best!
- Player names not real



95 PERCENT

64 Sports



CUP WINNERS

1	ISS '98	95%
2	World Cup '98	93%
2	ISS 64	93%
4	All-Star Baseball	89%
5	NHL '99	88%

GOING HOME IN AN AMBULANCE

St Andrews Golf 10%

JEOPARDY!

PUBLISHER: Take 2 PRICE: Import REVIEWED: Issue 14 RK

Transfix yourself with a spear! It'd be more fun than this screamingly bad American gameshow that nobody in Britain watches.

- ✦ It's not *Going For Gold*
- ✦ Americans only need apply



30 PERCENT

JOHN MADDEN 64

PUBLISHER: EA Sports PRICE: £59.99 REVIEWED: Issue 8 MW

The portly Shatner lookalike puts his name to a decent American football game, but it loses out visually to the hires *Quarterback Club*.

- ✦ Very good player AI
- ✦ Grainy visuals, for fans only



76 PERCENT

KILLER INSTINCT GOLD

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3 AM

A fighting game where speed and demented combos are the key. Button-bashing, rather than actual skill, is what counts for most.

- ✦ Looks good, very fast
- ✦ There's not much skill involved



70 PERCENT

LYLAT WARS/STARFOX 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 5 AM

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time.

- ✦ Spectacular, great audio, all-action
- ✦ Short-lived



88 PERCENT

MACE: THE DARK AGE

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 7 RK

Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary.

- ✦ Fast, interactive scenery
- ✦ Jerky animation, gets repetitive



70 PERCENT

MARIO KART 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 3 AM

People moan about our score, but *MK64* isn't as good as the SNES version, and the cheating racers do spoil things. So nur!

- ✦ Bright and fun, good multiplayer game
- ✦ CPU cheats



78 PERCENT

MISCHIEF MAKERS

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 7 RK

Old-style 2-D platformer that makes up for being a dated genre with inventiveness and strange Japanese charm. Maybe a bit easy.

- ✦ Lots of variety, humour
- ✦ Nothing really visually amazing



82 PERCENT

MISSION: IMPOSSIBLE

PUBLISHER: Infogrames PRICE: £39.99 REVIEWED: Issue 18 AM

A dreadful disappointment considering the time spent on it. Pitiful visuals and stupid illogical puzzles ruin a potentially great license.

- ✦ Music, some nice ideas
- ✦ But not nearly enough



48 PERCENT

MORTAL KOMBAT 4

PUBLISHER: Midway PRICE: £44.99 REVIEWED: Issue 19 AM

The long-awaited 3-D update of *MK* is the N64's best fighter to date. Loads of gore and manic gameplay, but the joke is wearing thin.

- ✦ Blood-soaked fatalities, a great laugh
- ✦ Same old *MK* stuff



86 PERCENT

MK MYTHOLOGIES: SUB-ZERO

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 9 RK

Diabolically dumb attempt to cross *Mortal Kombat* with a platform adventure. Even *Super Hunchback* was better. Avoid!

- ✦ Sub-Zero fans will like it
- ✦ Everyone else will certainly hate it



46 PERCENT

MORTAL KOMBAT TRILOGY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 3 LC

Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look.

- ✦ Every *MK* character
- ✦ Grotesquely inept gameplay



32 PERCENT

MULTI RACING CHAMPIONSHIP

PUBLISHER: Ocean PRICE: £59.99 REVIEWED: Issue 5 AM

Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around.

- ✦ Two hidden cars, wow!
- ✦ Way too easy, not many tracks



52 PERCENT

MYSTICAL NINJA STARRING GOEMON

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 13 RK

Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens!

- Huge landscape, lots of puzzles
- Evil 3-D jumps required



85 PERCENT

NFL QUARTERBACK CLUB '98

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 7 RK

The N64's first hi-res game, and a very respectable game of American football to boot. Unlike Madden, it has a full NFL licence.

- Sharp visuals, easy to play
- It's American football!



80 PERCENT

PUYO PUYO SUN 64

PUBLISHER: Compile PRICE: Import REVIEWED: Issue 8 AM

Simple but ultra-addictive puzzle game, best with two players but still great with one. May get a UK release as Carbuncle's Avalanche.

- Infinitely playable, cute, Japanese madness
- Audio drives you mad



87 PERCENT

NASCAR '99

PUBLISHER: EA Sports PRICE: £49.99 REVIEWED: Issue 20 RK

Mix of arcade game and sim that can't decide which to be, and thus fails to be either. A very repetitive racer that even NASCAR fans won't like.

- Real drivers included
- Looks dull, poor feel, moronic commentary



64 PERCENT

NHL '99

PUBLISHER: EA Sports PRICE: £49.99 REVIEWED: Issue 20 BL

Currently the best ice hockey game around, with a hi-res mode, very smooth controls and lots of fighting! If you like pucking, this is for you.

- Hi-res, camera options, smooth
- Large borders



88 PERCENT

POCKET MONSTERS STADIUM

PUBLISHER: Compile PRICE: Import REVIEWED: Issue 19 AM

Strange creatures battle each other in Nintendo's big Japanese hit - which is as dull as ditchwater if you're not a small child.

- Cute, looks great
- Very dull, needs Game Boy game



46 PERCENT

NAGANO WINTER OLYMPICS

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 10 AM

Mixed bag of events from the 1998 Olympics. Ultimately, the bad or average events outweigh the good, so it's a bit of a snow job.

- Good bobsleigh and - yes! - curling
- Hideous skiing events



65 PERCENT

NHL BREAKAWAY '98

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 12 RK

Acclaim's venture into N64 ice hockey, and it ices the Wayne Gretzky games with its hi-res graphics and super-smooth gameplay.

- Good looking, player creation
- Minority appeal



85 PERCENT

PUZZLE DAMA

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 16 RK

Similar idea to Puyo Puyo, though relying more on chance and therefore not as addictive. Most fun as a two-player game.

- Simple to grasp, amusing subgames
- Random elements



80 PERCENT

NBA COURTSIDE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16 AM

Very playable basketball game with excellent controls, fully customisable camera and a Player Creation mode.

- Best basketball game on the N64
- A little blurry



85 PERCENT

OFF-ROAD CHALLENGE

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 17 AM

If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game.

- Not the tiniest thing
- Sucks like a White House intern



27 PERCENT

QUAKE

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 13 ST

Decent fist of a PC conversion, keeping all the original's labyrinths and gore, but falling down on the weak two-player game.

- Fast action, spooky atmosphere
- No advances over PC



88 PERCENT

NBA HANGTIME

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5 LC

Rubbish arcade basketball game conversion with silly power moves and players with wobbly heads. Well worth a miss.

- You can play as a pig
- The game is a pig



45 PERCENT

OLYMPIC HOCKEY '98

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 12 RK

Yet another tepid reworking of the Wayne Gretzky engine, this time with an Olympic flavour. If you like ice hockey, get NHL '99.

- Olympic teams
- Fewer teams than Gretzky '98



70 PERCENT

QUEST 64

PUBLISHER: THQ PRICE: Import REVIEWED: Issue 16 AM

Should have been a great RPG, but ended up so simplistic and challenge-free that it is actually rather a bore to play.

- Expansive landscapes
- No puzzles, tedious combat



56 PERCENT

NBA PRO '98

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 12 RK

The overlooked middle child of Nintendo basketball games, which comes off second-best to NBA Courtside in all respects.

- Atmospheric audio, nice animation
- Clumsy controls, blurry



70 PERCENT

PILOTWINGS 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1 GN

Early N64 game where you fly various aircraft over well-detailed landscapes. Looks great, but it's all a bit slow and aimless.

- Undeniably attractive, lots of missions
- Unfocused, a bit dull



74 PERCENT

RAMPAGE WORLD TOUR

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 13 RK

Arcade conversion where giant monsters trash buildings and eat people. Sounds fun, but is repetitive and mind-numbing.

- Lots of levels
- Infinite continues sap replay value



80 PERCENT

ROBOTRON 64

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 17 RK

Crude-looking but thoroughly playable update of a classic arcade game. Don't be fooled by the looks – give it a try if you like blasters.



- ⊕ Non-stop action
- ⊖ Looks crude, easier than original Robotron

SHADOWS OF THE EMPIRE

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1 MW

Farty *Star Wars* tie-in made up of numerous subgames, most of which are crap. Even Lucas fanatics should think twice about it.



- ⊕ Good snowspeeder bit
- ⊖ Other parts pants, embarrassing cutscenes

SUPER ROBOT SPIRITS

PUBLISHER: Banpresto PRICE: Import REVIEWED: Issue 20 RK

Rather poor anime robot beat-'em-up that can be beaten by hitting one button repeatedly. A skill-free zone – avoid it!



- ⊕ A few nice effects
- ⊖ No skill needed, looks unfinished

SAN FRANCISCO RUSH

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 9 RK

Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover.



- ⊕ Freedom of movement
- ⊖ Skanky control method, looks clunky

SIM CITY 2000

PUBLISHER: Imagineer PRICE: Import REVIEWED: Issue 12 LC

Ill-advised console conversion of the complex PC urban development sim. Japanese text doesn't help unless you've played the original.

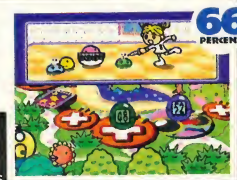


- ⊕ Something different
- ⊖ Dated, almost incomprehensible

TAMAGOTCHI WORLD

PUBLISHER: Bandai PRICE: Import REVIEWED: Issue 11 AM

Tamagotchis were yesterday's fad, so a computerised board game based on them probably won't grab you. Moderate fun for a while.



- ⊕ As cute as regular Tamagotchis
- ⊖ Jap text, few sub-games



BLACK BELTS

1	WWF Warzone	90%
2	WCW Vs NWO Revenge	87%
3	Mortal Kombat 4	86%
4	WCW Vs NWO World Tour	83%
5	Bio Freaks	82%

BLACK EYE

Clayfighter 63% 8%

SNOWBOARD KIDS

PUBLISHER: THE Games PRICE: £39.99 REVIEWED: Issue 11 RK

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons.



- ⊕ Imaginative courses, weapons
- ⊖ Fairly short-lived

SPACE STATION: SILKON VALLEY

PUBLISHER: Take 2 PRICE: £49.99 REVIEWED: Issue 20 RK

Bizarre but very playable platform/action/puzzle hybrid involving the assimilation of robot animals. Excellent.



- ⊕ Different, lots to do, funny animals
- ⊖ Graphics crude in places

TETRISPHERE

PUBLISHER: Nintendo PRICE: £39.99 REVIEWED: Issue 10 LC

Technically interesting attempt to update the classic Tetris, but maybe a bit too clever for its own good and hard to get into.



- ⊕ Tough puzzle options, different game modes
- ⊖ Not as intuitive as Tetris

TOP GEAR RALLY

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 7 AM

Until F-1 WGP, the best N64 racer. Excellent car handling, large and detailed courses and 'paint shop' for custom cars.

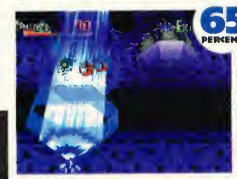


- ⊕ Realistic controls
- ⊖ Other cars not much competition

STAR SOLDIER: VANISHING EARTH

PUBLISHER: Hudson Soft PRICE: £59.99 REVIEWED: Issue 17 RK

The first 'traditional' scrolling shoot-'em-up for the N64. Unfortunately, it's rubbish. Get R-Type 3 and a SNES for less.



- ⊕ Fast-paced
- ⊖ Stupidly easy, tiny levels, boring enemies

TUROK: DINOSAUR HUNTER

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 2 DB

A good blast with excellently destructive guns let down by massive fogging and too much reliance on jumping onto tiny platforms.



- ⊕ Excellent weapons
- ⊖ Annoying platform elements, fog

SUPER MARIO 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 1 SW

The game that started it all. Although it is technically eclipsed by *Banjo-Kazooie*, *Mario 64* still offers plenty for gamers to discover.



- ⊕ 15 worlds, lots of treats
- ⊖ Now looks stark and empty

VIRTUAL CHESS

PUBLISHER: Titus PRICE: £49.99 REVIEWED: Issue 19 RK

It's a chess game. It's pretty good as a brain-bending pastime, but ultimately, animated pieces aside, it's still a chess game.



- ⊕ Plays at a high level
- ⊖ Animated scenes get annoying



WAIALAE COUNTRY CLUB

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 18 ST

Revolting golf game based far too closely on *Augusta Masters*, which was also as welcome as a sloppy floater. Absolute garbage.



- ✦ Games can't get that much worse
- ✦ Where should we start?

WAR GODS

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 6 AM

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay.



- ✦ A few amusing fatalities
- ✦ Pathetic combat, stupid fighters

WAVE RACE 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1 SW

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion.



- ✦ Realistic water action, great control
- ✦ Borders, muted colours

WAYNE GRETZKY'S 3-D HOCKEY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5 DB

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*.

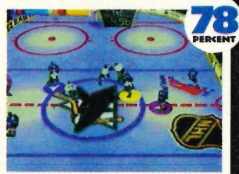


- ✦ Very fast, easy to get into
- ✦ It's ice hockey, dated

WAYNE GRETZKY'S 3-D HOCKEY '98

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 10 RK

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game.



- ✦ See first *Gretzky* game
- ✦ Not as good as *NHL Breakaway*

WCW VS NWO WORLD TOUR

PUBLISHER: THQ PRICE: £54.99 REVIEWED: Issue 9 RK

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people.



- ✦ Good multiplayer game
- ✦ Slightly clumsy, not as good as *WWF Warzone*

WCW VS NWO REVENGE

PUBLISHER: THQ PRICE: £49.99 REVIEWED: Issue 20 BL

Updated wrestling game that plays slightly better than *WWF Warzone*, but doesn't look as polished with slightly blocky wrestlers.



- ✦ Real wrestlers, lots of moves, weapons
- ✦ Bad music

WETRIX

PUBLISHER: Ocean PRICE: £39.99 REVIEWED: Issue 16 RK

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams.



- ✦ Keeps bringing you back, cool idea
- ✦ Weak two-player game

WHEEL OF FORTUNE

PUBLISHER: Gametek PRICE: Import REVIEWED: Issue 10 RK

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "this sucks."



- ✦ Spin the wheel and the Rumble Pak rattles! Ooh!
- ✦ American questions

WORLD CUP '98

PUBLISHER: EA Sports PRICE: £54.99 REVIEWED: Issue 14 RK

EA finally got it right, but then this was their third attempt. Very good soccer game based around the now-historic 1998 World Cup.



- ✦ Official licence, sharp controls
- ✦ We know the Frogs won

WORLD SOCCER 3

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 9 RB

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version!

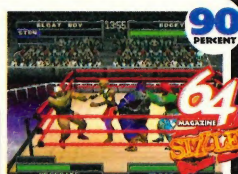


- ✦ All the playability of the *ISS* games
- ✦ Loads of Japanese text

WWF WARZONE

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 17 RK

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people.



- ✦ The best wrestling game on the N64
- ✦ It's wrestling...

X62

PUBLISHER: Acclaim PRICE: £49.99 REVIEWED: Issue 20 RK

A very disappointing sequel to *Extreme G*, slowed down far too much and racing through murky, ill-defined backdrops.



- ✦ Improved deathmatch game
- ✦ Poor controls, dark, jerky

YOSHI'S STORY

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 13 RK

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't.



- ✦ Beautiful graphics, cute
- ✦ Way too easy, sickly-sweet

64 Racing

TOP GEARS

1 F-1 World Grand Prix	94%
2 F-Zero X	90%
3 Diddy Kong Racing	86%
4 Top Gear Rally	85%
5 Wave Race	83%

BLOWN EXHAUST

Cruis'n USA	22%
-------------	-----

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Want to know who wrote the original review? Put a name to the initials here!

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64
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NBA Jam '99, NBA Live '99,
Bust-A-Move 3, Fox Sports
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veritable explosion of
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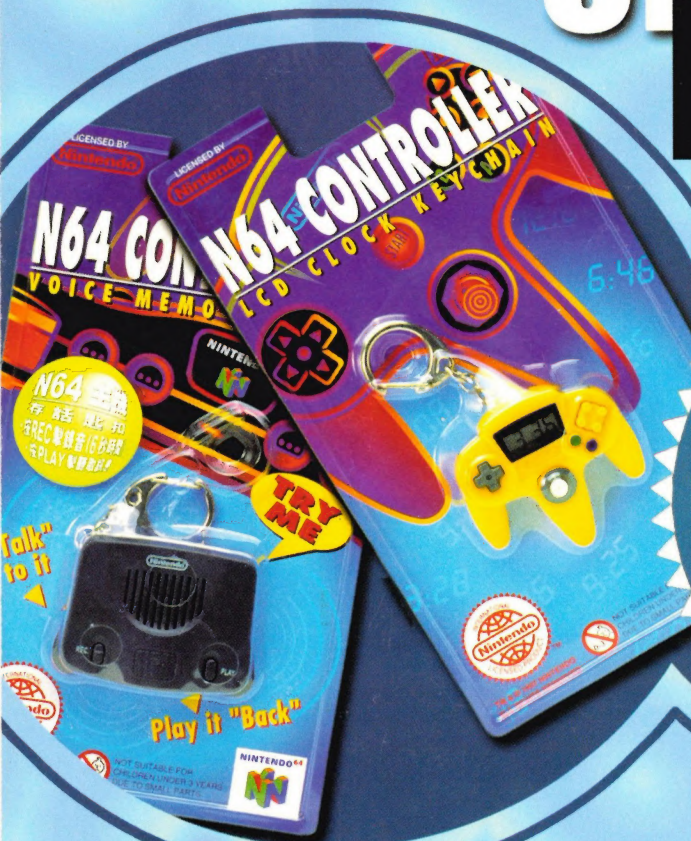
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